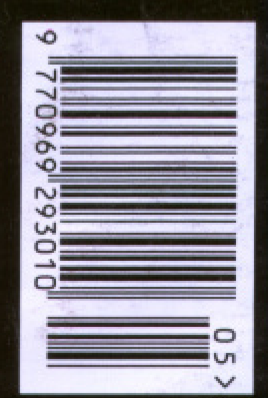
THE BEST AMIGA GAMES MAG IN THE NEWSAGENTS!

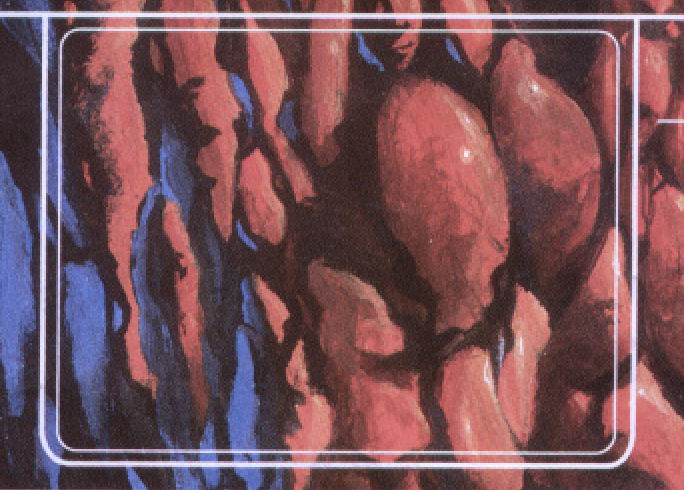


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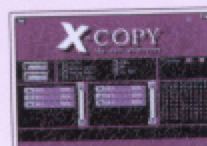
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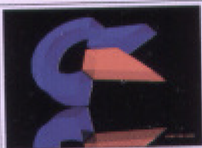
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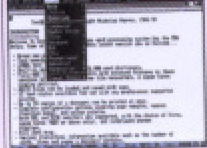
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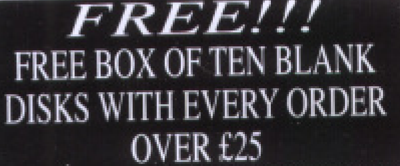
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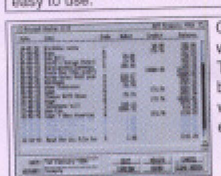
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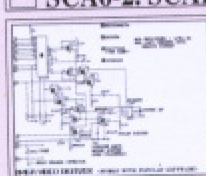


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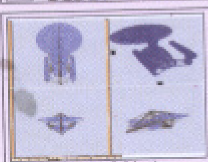
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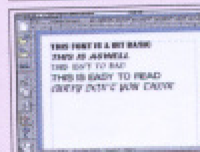
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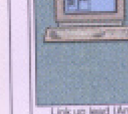
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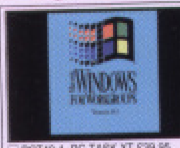
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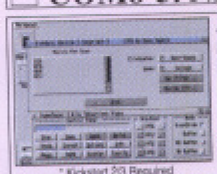
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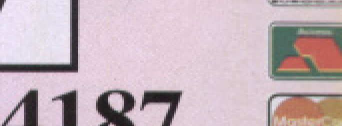
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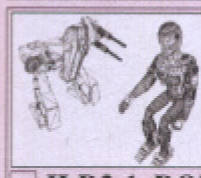
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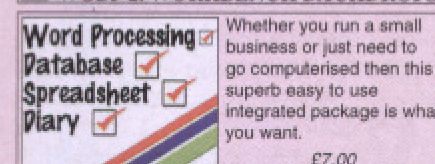
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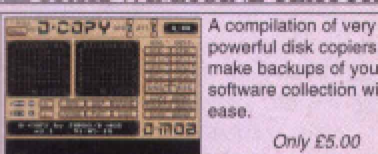
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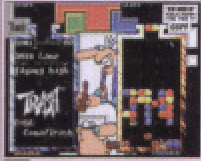
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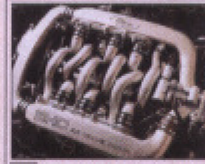
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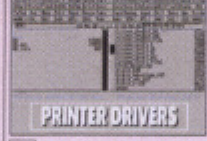
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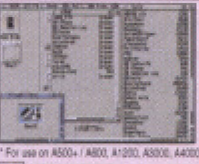
ABG9-5. BEGINNER'S GUIDE



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ATC5-2. POWERTOOLS

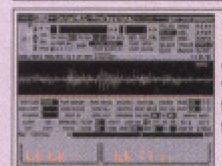


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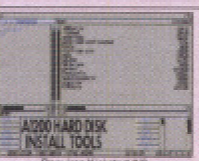
SAM7-5. IFF SAMPLES





ARC6-4. ARCADE CLASSICS

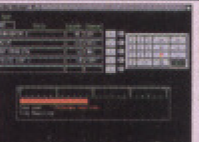
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Requires Kickstart 2/3

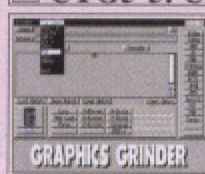
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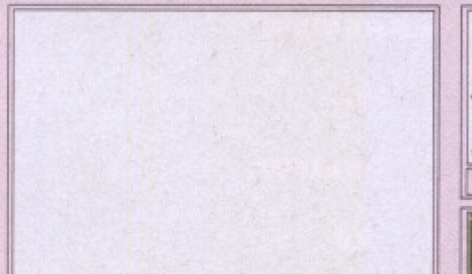
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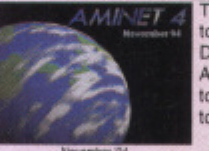
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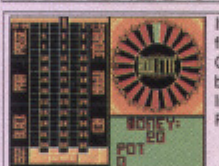
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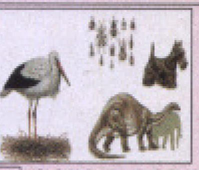
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JIT4-1. CHESS & TUTOR



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PSW10-4. PASSWORD

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CONTENTS

Hi. I'm Andy, and this is *The One.* Hot news this month is that *The One* is more fruitsome and lovely than ever, celebrating all that's great and good in Amiga game-land. If you discount *Ants*, that is. Anyway, welcoming you to page 18 there's the toothsome *Gloom* (in case you hadn't noticed), closely followed by the rather scary *Fears* — two games of the kidney which many said couldn't be produced for the Amiga. Well, here's proof that they can! Edging sideways, let's have a big hand for Graftgold, which returns to the fold with a bolt from the blue entitled *ViroCop*. And another (big hand, that is) for Thalion, whose huge, bouncing PR bloke deserves a roll of luck — and it looks like he might just get it with a curious little Beat-'em-up name of *X-Fighter*. Hurrah! Incidentally, if any of you fell for the Commodore A1(M) news story last issue (yes, that includes you, David Pleasance) then I'd like to wish you all a big 'April Fool', and, might I venture, that you're all a large pair of pants. To the rest of you, a hearty "Welcome."

Andy Nuttall
editor.

GAMES FEATURED IN THIS ISSUE

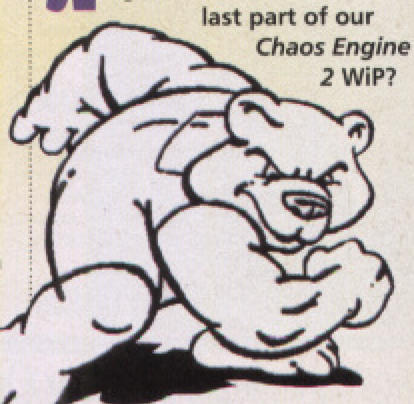
COVER STORY P.18



GLOOM! With that fresh from the dentist feeling of... drilling nasty holes in you.

INACTUAL DOWNCLOSEAGE

WiPS

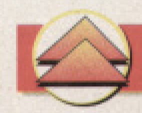




REVIEWS



Page 81 is a bit old hat don't you think?

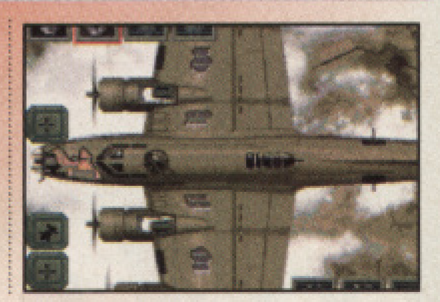


UPDATES





REPLAYS!





TIPS



COMPETITIONS

APRIMARY DISOPENING



BOOT SECTOR

GLOOM

Black Magic

HOW DO WE DO THAT? That's the question on everybody's lips. Month after month, just when you think we can't possibly bring you better coverdisks, we cop hold of something so bloody brilliant, remarkable and exclusive, that you'd think we were officially sponsored by God himself (Or 'herself' — Jo.).

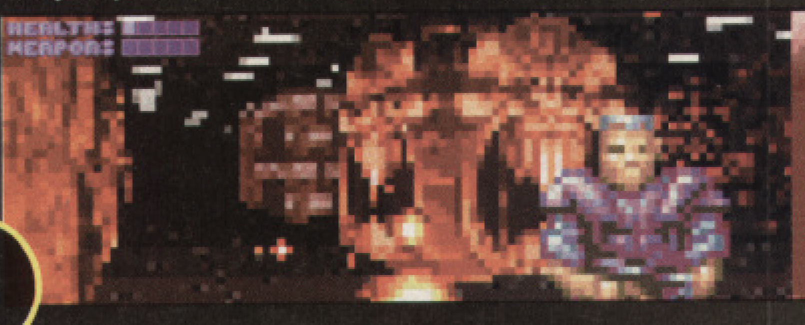
Just take a look at the other mags on the shelf. What's on offer this month, eh? Some crappy, year old PD? Hmm, that's worthwhile. Or perhaps some absolute stinker of a racing game with no opponents to race against? Come on. We've all had to make harder decisions than this...

So anyway, look at *Gloom*, baby! It's got violence, it's got sex (if you're the sort of pervert that finds viscera arousing), it's got monsters, it's got violence, it's got intestines, and it's got violence. It's also (and I want to make this clear) got violence.

Anybody who has been following the ever-increasing number of would-be *Doom* clones will know that we've been backing *Gloom* as the best of them to date, and I'm sure that once you've played through this enormous level of a demo, you'll agree.

Instructions seem a bit pointless because all you have to do is wander through the level, killing everything as you go. You can collect weapon power-ups as you move about (the little fist icons) as well as open doors by pressing against the red switches found near-by.

Other than that, just keep an eye open for enemy soldiers and watch out for cunning ambush tactics. You can muck around with the options until your heart's content (hit Esc once in the game) and alter the detail level and window size until you've got things running just how you like them. Have fun, and don't forget — demos are always better in *The One*! No, really, they are.





PLATMAN

Public Domain

Before I go into my normal 'over-the-top' introduction for *Platman*, it's just worth mentioning that, when the initial option appears asking whether you want ECS or AGA, A1200 users want AGA, while A500/600 users should go for the ECS options. Patronising I know, but hey! that's what I'm here for. Anyway, onwards and upwards...

Platman is just one of those simple, fun, attractive things that make you think 'Hmm, bet our readers wouldn't mind a free go of this.' So, what do you have to do? Simple; just get as far round the maze as possible, avoiding nasty ghosts, eating them when power pills are available, and collecting as much point-rewarding fruit as possible. And here's a handy hint for you. Don't forget to pick up any keys, as these offer the only escape through the doors. Byeeeee.

WHOOPS!!

Due to the large number of duplicate disks made, the occasional disk is Mr Git from Gitland. If you're unlucky enough to get one of these, please except our humble-apologies, but PLEASE DON'T SEND THEM TO US! Instead, send then to this address with a SAE for 28p:
The One Coverdisk Returns,
Diskxpress, Unit 7, Willow Court, Bourton Industrial Park, Bourton-On-The-Water, Gloucestershire GL54 2HQ
Once you've done this, grab yourself a nice thick book, and wait by the door. If you think your problems can be solved down the phone, call the Diskxpress helpline on (0451) 810788 between 10am and 5pm on weekdays. Where were you, when I was burned and broken? As the day slipped by, from my window, watching...

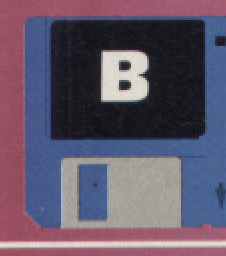


Blimey blah blah, Blimey blah blah, Blimey blah blah, Blimey blah blah, Blimey blah blah, Blimey blah blah, Blimey blah blah, Blimey blah blah, Blimey blah blah, Blimey blah blah. This is the sort of thing Jo puts in places she wants us to be funny. Fortunately, she's taken up enough room to save me the bother. Ta, love. Anyway, the disks...



GLOOM
Black Magic (AGA only)

PLATMAN
Public Domain (1Mb only)



SWOS UPDATE DISK
Sensible Software (original English SWOS disks required)

B SWOS UPDATE
Sensible Software

Insert the cover disk into drive DF0:. After a short time the *SWOS* background logo will appear, overlaid by a disk icon and some text. Now you have two options:

- Load your newly-created update disks by inserting your original *SWOS* disk 1 and then carefully following any on-screen prompts. Do not select this until you have updated your disks using option 2; or:-
- Wait for a short while for another screen to load, where you can either select to UPDATE your current version of *SWOS* to the new improved version, or play a demo game.

UPDATING YOUR SWOS DISKS: On selecting 'Update *SWOS*' from option 2, you will be taken to a screen which requests you to insert a blank disk in DF0:. Insert a blank disk, or any disk that you do not mind losing the data from, into the specified drive and click on the OK box, and the disk will be formatted.

Your original game disks cannot be formatted here, even if you happen to insert the wrong disk, (but don't try it, just in case.)

When the formatting is complete remove the disk and label it *SWOS* Update Disk 2.

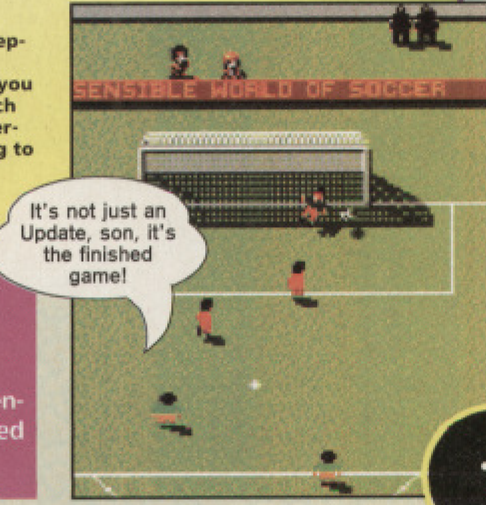
Now re-insert the cover disk in drive DF0: and click on OK. When prompted insert your newly-labelled *SWOS* Update Disk 2 into the drive and click on OK. You will be requested to insert your original *SWOS* disk 2 into drive DF0:,and then the *SWOS* Update Disk 2.

These two disk swaps will be repeated until updating is complete. At this point you will be asked to reboot your computer, with the cover disk in the drive.

LOADING THE SWOS UPDATE Insert the cover disk into drive DF0: and reboot the computer. When the cover disk has loaded you will initially be asked to insert your original *SWOS* disk 1. Do this, and then follow any on screen prompts.

NEW FEATURES!

* When the crowd go "Oooooh" it is no longer followed by a minute's silence.
* F10 key (Crowd Chants On/Off) now works for A500.
* When the 2nd Player is using Edit Tactics the cursor no longer locks up on the ball.
* When you are sacked you can now only Continue if you have accepted a Job Offer from a different club, otherwise you must Retire.
* Italian League now gives 3 points for a win.
* You can now import any team in the World into Custom Teams.
* Player Skin/Hair colours now always stored correctly in Custom Teams.
* Once a player has imported into a Custom Team, the Import box is now switched off to stop the player accidentally importing another team over the one that he has just imported.
* Players will now always shake off a 'knock' eventually.
* Right and Left-sided players can now swap wings without such a drastic effect on their performance.
* Ticks and Crosses are now shown for Player-Coach teams as well as just Coach Teams.
* Game no longer crash when the Sub Goalie dives.
* There are no longer any errant ticks and crosses being displayed on the Squad Select screen.
* You can now Format a disk direct from the game.
* The odd player who is sent off will no longer linger at the side of the pitch.
* In Career Mode You will no longer receive any Job Offers in your last season of Management.
* In Edit tactics you will no longer get a Cross when replacing a Loan, Banned or Injured player with any fit squad player (unless you try to play an outfield player in goal).
* Files saved with a "." in them sometimes appeared to get lost when loading. It is now no longer possible to put a "." in the file name in the first place.
* When buying back a player you have sold in the past, his value will no longer change as soon as you buy him.
* Team data has been updated in some countries.
* You can no longer be sacked after the last League game of the season.
* In Career Mode when you make an offer to buy a player and you receive the message from his club "We will accept no more offers on this player" the player is now immediately removed from the transfer market and in time a new player will move onto the transfer market to take his place.
* Improved the computer teams' evaluation of players offered to him in exchange for one of his own players.
* You can now activate the Bench to Change Formation and Swap Players around on the pitch (NOT to substitute players) when either Goalkeeper is holding the ball.
* In Career Mode each separate competition (i.e. Premier League, Cup, League Cup, EUFA Cup) now stores its own game type defaults (i.e. match/result/view match/view result) so you can for example now default to just getting results for League games, but actually play all Cup games.
* You can also now mix and match Game Types (Playing/Coaching/Result) in all Competitions.
* When Extra Time is played in any match, it is now random who kicks off and who kicks up or down.
* Player-Coach and Coach teams are not as severely disadvantaged against computer opposition as before. This keeps player values up, and generally makes Player/Coach and Coach teams stronger.
* A general boost has been given to Attackers and Wingers to help keep their values up in Career Mode.
* The way a Player's Value is calculated has been changed, and we have included a small value boost for Goal Scorers.
* The tactics of the two front players has been much improved for 4-4-2 and Sweep formations.
* Home Teams are now given a slight skill handicap advantage over Away Teams for all Game Types.
* Player or Player/Manager is now called Player-Coach and is always represented on a Blue Background.
* All games involving a Player give you the option of Match or Result. Match allows you to select between Player-Coach and Coach Modes (defaulting to your previous selection) and Result, after you have chosen your squad, will give you just the match score.
* All games involving just Computer teams give you the option to View Match or View Result. View Match allows you to watch the game in its entirety, View Result just tells you the score straight away.
* Any match on the Pitch can be harmlessly Abandoned before the Kick Off by pressing the ESCAPE key.
* The form of Teams is now affected by their current league position.
* Generally the form of any one team is a bit more variable, because all of the players now have good days and bad days instead of always being exactly the same in each match.
* Any Tactical Changes made from the Bench including Formation Changes, Substitutions and Player Swapping will now affect the performance and skills of all Players on the pitch that are affected by the changes.
* In Career mode a Foreign player is now very unlikely to accept an offer to join your club if his value is much higher than the average player on your team. (After all who wants to travel halfway round the World to play with a load of Donkeys? (Daniel Amokachi, perhaps.))
* Positions of players at goalkicks vary depending upon the formation being used.
* A number of Preset Competitions have been updated where necessary.
* In Career Mode you will no longer receive any Job Offers from teams in the same division who are in either Promotion or Play Off places.
* In Career Mode you will no longer be asked to pick the Playoff Squads for a team that has just, rather nastily, given you the sack.
* The allocation of Goal Scorers in a Result only match has now been improved and the Goal Scoring share throughout the team now varies depending on the Formation the team is playing.
* There are also a number of changes to Edit Tactics and Tactics in general.



The Small Print Bit.

1. Whilst we here at *The One* make every effort to check the coverdisks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention. 2. *The One* and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

NEWS

THIS IS GERMANY CALLING

Another hat has been thrown into the "I want to own Commodore" ring. Last month the German retail giant Escom announced it had put a £5 million bid in for all assets and trademarks of Commodore International.

Its bid will be accepted if neither of the other two confirmed rivals — Commodore UK and Creative Equipment International — can match the amount. Even if one of them does, Escom may still remain in the hunt and offer more money. The management buyout team of Commodore UK has played down the new development. It believes the Escom bid is low and that its own offer is still the favourite to win.

Whatever happens, Amiga players will be praying for a result soon. Insiders are saying the situation could be resolved by the end of April. Let's hope so. If nothing has happened by April 29 we will be "celebrating" the first anniversary of Commodore's marriage. To the liquidator.

* Escom has bought the fallen Rumbelows chain of high street shops. If the company wins the auction for Commodore it's conceivable that Amigas will be sold throughout these revamped stores.

Don't get too excited, though. For now Escom is playing down the possibility. Colin Baxter, the company's marketing manager, says the 231 shops (150 of which will be open soon) will exist primarily to sell Escom branded PCs and PC software. There are no plans to bring in Amiga stock at present.

FLUFFY BUNNY

Battery giant Duracell is planning to put its pink rabbit on "every computer screen in the world" by circulating its own free game *The Duracell Challenge*.

The fluffy pink rodent will be banging his drum in a platformer on cover disks and down the Internet from about May onwards. So far the game has been written for PCs only, but its developers are reportedly looking into other formats, including the Amiga.

Duracell says it will "harness piracy" to ensure the maximum reach for the promotion. Because Duracell wants the game played by as many people as possible it's actively encouraging players to clone their copies for friends. Over £50,000 of prizes are hidden within the game. Duracell has decided that every consumer who passes on a game to an eventual prize winner will receive the same prize too. *The Duracell Challenge* was developed by The Mounties, a company set up by games industry stalwart Mel Croucher to design games which are, in effect, interactive advertising.

A battery, yesterday. But not the right coloured one.

WE LOVE YOU SILICA

While most of the Amiga village lies deep in a liquidation-induced slumber, you can bet that the night-owls at Silica will be hooting and swooping and generally making a great deal of noise. And this month is no different — the company has made three announcements.

First it is skinning the price of its Amitek CD32 Critical Zone pack from £249 to £199. It's amazing value really considering the machine used to be £399 and this pack features seven free games. But shouldn't Commodore have sold all its stock of CD32s by now? A spokesman for Silica says: "Because of our connections in the trade we can source stock from all over the place. We've sold a load of machines, but we still reckon we've got enough to satisfy demand for a couple of months. By that time we hope Commodore will be trading again and we can acquire machines as normal." Wise words, eh?

The company has also launched a new TV modulator for the Amiga. The Amitek Mamba also connects to a video allowing the user to record his or her graphics and sound on to video tape. It costs £34. Finally, Silica is hooting about a new replacement internal floppy for A500 and A500+ called the Amitek Loader 500. It's yours for £39. Twit twoo!

INTERFERED WITH

Some Amiga users could find their machines picking up unwelcome interference from Channel 5 when the new TV station starts broadcasting next year.

Channel 5 will be beaming out its signal on the same frequency as that used by games machines, VCRs and other peripherals. It won't affect anyone who uses a dedicated Amiga monitor, or connects their machine to the telly with a scart cable. However anyone who hooks up their Amiga to the telly with an RF cable could pick up *Countdown: The Early Years* (or whatever) when they should be playing *Cannon Fodder*. The RF cable apparently acts as some sort of aerial.

Far worse than the problem facing games players is the one facing video addicts. With a TV aerial going directly into VCRs the interference will be even stronger. The companies bidding for Channel 5 have been told they will have to pick up the bill for retuning affected equipment. Sending technicians to 10 million homes could cost around £75 million.

MMC SLAPS CONSOLES QUITE HARD

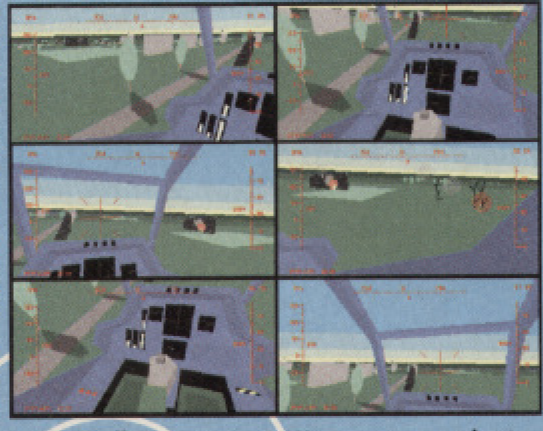
The Monopolies and Mergers Commission finally gave its verdict on the console games business last month. It was very cross with Sega and Nintendo. And that was about it.

Its "report on the supply of video games in the UK" decided that both companies were ripping off the public and making life very difficult for the third party publishers. Trouble is, the report came out just at a time when Sega and Nintendo have lost their stranglehold on the business and have stopped acting quite so naughtily as before.

The MMC accused them of setting high prices on software and unrealistically low prices on hardware, charging third parties too much to manufacture their games, wielding too much power over other publishers, outlawing rental when they shouldn't and putting complex electronics into consoles to stop others producing software for them. Tut, tut, tut.

But we all knew this, didn't we? The MMC didn't have any answers, and now there's going to be another wait until the, er, Department of Trade and Industry comes up with something. Here's an idea. Buy Amigas — if you can find any.

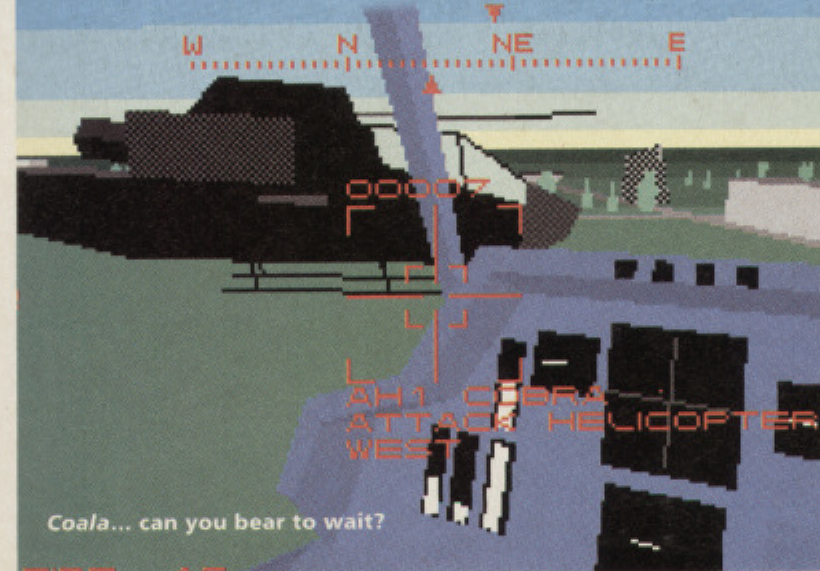
CO-CO COALA?



It might look like a misspelt marsupial but *Coala* is actually a rather splendid sounding helicopter sim from Empire. This "fully configurable 3D battlefield helicopter action simulator" has been designed with the maverick loner type in mind. Never mind any of that teamwork nonsense, *Coala* is all about striking out on your own for death or glory.

Scenarios include Peace, Cold War, UN Controlled Ceasefire, All-Out Total War and... er, some others — you know the deal. And there are four sides to either join, leave or simply blow to kingdom come.

Weapons, such as Hellfire laser guided missiles (phwoar!) and Sidewinder air-to-air, er... things are included to tempt you. Empire claims the game was designed by ex-Nato personnel. It even says the password system is based on the one used by the UN. Expect a review soon.



Coala... can you bear to wait?

THE KOMPARTMENT IS FULL

Hello! Well what loverly weather we've been having lately over here at EMAP Towers. There's a large front moving in (but that's just our systems manager) bringing with it lots of super news, but not many pictures. Still, the Kompart Krew certainly can't be blamed for this, because this month the Welwyn-based wunderkinds sent us glad tidings of tons of new games, along with a nice big disk full of pretty pictures. With any luck, these will keep our Jo happy for about three minutes. (Fingers crossed).

Anyway, first up on our report is a new RPG/Adventure thang going by the name of *Tower of Souls*. Though this game does run the risk of being referred to as *TOS*, it actually looks pretty funky, and comes from the Welsh programming team Parys Technographx. The Clwyd-based team of taffs has previously worked on a number of Psygnosis titles, but has now chosen to develop exclusively for the Black Legend label. *TOS* (chortle, chortle) will be available on all Amigas at £29.99, with an enhanced A1200 version following later. More next month.

Next up is the rather exciting title, *Chess Through The Ages*. Originally going under the working title of *Soft Pawn* (aha-ha-ha!), this CD32-only product is a fully animated chess game (no? Really?) in the mould of *Battle Chess*, only with robots and what-have-you trundling around.

Chess hails from yet another Kompart company, the Polish team, (Poleteam? — Harry.) Union Interactive. Expect more Chess moves to follow shortly, but don't be disapawnted if it doesn't. (Doh!)

An old familiar from the heady days of the Mini WiPs, the third in our Kompart Kollection is the dungeon romp, *Evil's Doom*. This little luvvie comes from Croteam, the, er, team of Croats behind *Football Glory* and *Embryo*, and should be available for £29.99. I'm afraid we've nothing particularly new to tell you about *Evil's Doom*, but at least you know it's still on the way!

And last, but not least, is the imminent *Turbo Trax* racing thing from Kent-based Arcane (you remember, that Steve Iles bloke with the fly-away hair?) Though we're aware that a couple of Amiga mags have already printed reviews of this game, *TT* isn't actually finished, but by the time this issue lands on your lap, it should be all ready for surgery. We may not be the first, but at least we'll probably be the only Amiga mag to have seen the finished game! (Ooh, you are awful! But I like you. — Dick Emery.) Dream on dreamer.



Evil's Doom...Brute 33?



Iles: a Man *T.T?*



T.O.S... the pregnant chicken girls from the planet Imondrugs



NEWS IN BLOOM

- ...If you're in London and you can't wait to get away, the Science Museum is a good place to head for. From April 26 it will play host to an exhibition that lets you disappear into cyberspace. Information Superhighway features banks of computers upon which visitors are invited to go surfing on the 'net. Experienced "net heads" will be on-hand to move cursors to the right place and hold your anorak for you while you fiddle. It'll cost you a fiver if you're over 18, £2.60 if you're not. The show runs till September 3.
- ...say what you like about gamers, but you won't find bogeys on their joysticks. This is the conclusion of Mark Griffiths, a psychologist from Plymouth University. He has researched the effect of electronic leisure, and concluded that not only are games jolly good fun but they may also benefit kids with brain disorders, behavioural problems and arm injuries. Best of all, chronic nose pickers could be cured too.
- ...Amiga showtime must go on! Gasteiner is reprising its Spotlight show for firms supporting the Amiga (and the ST) with a new exhibition at London's Novotel hotel on June 10 an June 11. Already booked in are Commodore (!), Power Computing, Meridian, Music Village, Microvitec and others.
- ...US Gold is about to release the next batch in their KIXX label series of £4.99 cheaperoonies. Up for the bargain bucket treatment this time are the Amiga classics *Speedball*, *Xenon 2*, *Robocod*, *Tennis Cup 2*, and *Thunderblade*. Crikey!

GALACTIC WAR IN BRUM

Something mysterious is coming out of Birmingham — even more mysterious than Frank Skinner's hair-do, and Brian Little's forays into the transfer market. *For The Love Of Money* is described by its maker Cobra Developments as a "perfect balance of arcade action and adventure". You'll have to take their word for it, because we couldn't contact them. But the rather raw-looking press release outlines a game in which a mercenary with expertise in combat and hacking must battle to control the array of planets which once formed a powerful galactic empire. We *do* know, then, that the plot is cheesier than a mouse's derriere.

Don't know too much more than that. Oh yeah, it's CD32 only. Watch this space.

GAMES CHART TOP TEN



1. (—) **Super SkidMarks** (Acid)
2. (1) **SWOS** (Renegade)
3. (2) **Pinball Illusions** (21st Century)
4. (4) **Theme Park** (EA)
5. (—) **Roadkill** (Acid)
6. (3) **FIFA Soccer** (EA)
7. (—) **ATR** (Team 17)
8. (9) **On the Ball Lg Ed.** (Daze)
9. (6) **Beau Jolly Comp.** (Virgin)
10. (7) **Mortal Kombat II** (Acclaim)



The Team 17 and Ocean stands having a bit of a snooze while no one is looking

ECTS ATTRACTS RECORD CROWDS

The games industry's twice-yearly show ECTS pulled in a record number of visitors to show that gaming is about to explode again.

Nearly 8,500 people turned up to the new show venue of Olympia over three days to see some truly spectacular sights. Most amazing was Virgin's £250,000 space ship stand which was 'manned' by "astronaut girls" in green wigs.

Sadly, if somewhat predictably, Amiga games were few and far between. Only Team 17, Black Legend and Renegade demonstrated them in any real depth. You can't really blame the developers while Commodore's future is so hard to call. A future.

Meanwhile the ECTS Awards showered Bullfrog in gold. It was pronounced developer of the year, it won the Innovation award and *Magic Carpet* won best home computer game and most original title of the year.

* Team 17 has hitched itself to Ocean to take it into a new era of games development.

Lots of smaller companies have begun to realise that in today's market you need cash — and lots of it — to compete. Team 17, always creative and stubbornly independent to boot, is no different. Its deal with Ocean means that it will get much-needed funds for development, while Ocean will get some stonking product to sell to the likes of us.

ZAPPO COMPATIBILITY

Want to know which CD32 games will work on your Zappo A1200 CD drive? More next month.

KEY: 3.0 Boot: No fast memory, Graphics 3.0 ● Fast Boot: Fast memory, Graphics 3.1 ● * Joystick in port 1 ● # Disconnect Mouse ● ∞ Load Workbench first

Morph	Millennium	Okay∞
Myth	System 3	N/ C
Naughty Ones	Kompart	Okay
Nick Faldo's Golf	Grandslam	kay
Nigel Mansell	Gremlin	N/ C
Out to Lunch	Mindscape	N/ C
Overkill/Lunar C	Mindscape	Okay
PGA Euro Tour	Ocean	N/ C
Pinball Fantasies	21st Century	Okay
Pirates! Gold	MicroProse	N/ C
Premiere	Core Design	N/ C
Prey: an Alien Encounter	Almathera	Okay*
Project X/F17 Challenge T	eam 17	3.0 Boot
Quak/Alien Breed	Team 17	Okay
Rise of the Robots	Mirage	Okay
Roadkill	Acid	Okay
Ryder Cup Golf	Ocean	Okay
Sabre Team	Krisalis	Fast Boot
Seek & Destroy	Mindscape	Okay*
Sensible Soccer	Renegade	Not Compatible
Sensible Soccer Int.	Renegade	Okay
Seven Gates of Jambala	Grandslam	Okay
Simon the Sorcerer	Adventuresoft	Okay
Skeleton Krew	Core Design	Not Compatible
Sleepwalker	Ocean	Corrrupt intro
Soccer Kid	Krisalis	Not Compatible

YOU'VE FOUGHT THE OTHERS.. ..NOW FIGHT ME!

SHADOW FIGHTER

"SHADOW FIGHTER, POSSIBLY THE BEST BEAT 'EM UP EVER ON THE AMIGA"
THE ONE

"WHO NEEDS MORTAL KOMBAT II WHEN YOU'VE GOT THIS"
AMIGA ACTION

- 17 CHARACTERS TO FIGHT.
- EXTRA 8 FIGHTERS AVAILABLE IN EARLY '95 WHICH MEANS...
- ...MORE FIGHTERS THAN ANY OTHER AMIGA BEAT 'EM UP.
- AT LEAST 25 DIFFERENT MOVES PER FIGHTER.
- BLOOD OPTION DURING MATCH FOR ULTRA VIOLENCE.
- UNIQUE TRAINING MODE WITH SPECIALLY ARMED PUPPET– THE MACABRE PUPPAZ.

AVAILABLE ON:
AMIGA 500/600 OUT NOW,
1200 AND CD32 COMING SOON.



Letters

My girlf says that every time I disagree with her, a fairy dies. What a great thought, eh readers, and one which I have kept close about my person when replying to your points, pants and persiflage. As promised, the persuivant pages carry our Questions Extravaganza and as usual, you may witter to us in cyberspace on theone@cix.compulink.co.uk or via the more traditional media to The One, Letters, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

SAD OLD LADY

Dear *The One*,

Yes, I'm afraid this is another letter from an old codger who thinks that just because she is old and decrepit and ought to be knitting shapeless woollen things for her grandchildren instead of playing games on an Amiga, someone might take pity on her and let her get some well needed beauty sleep.

With my Amiga, which I bought off my youngest son at twice the going price, and on which I only wanted to play *Scrabble* against the computer, to pass the lonely hours, (are you feeling sympathetic yet) I got a load of games which I am not the least bit interested in, apart from one — *Supaplex* — which is absolutely brilliant! I don't know if you've ever heard of it, but let me tell you that it is totally absorbing. It's a game of skill, strategy, cunning, frustration, elation and I haven't been able to put it down since I got it.

Anyway, I am stuck on level 55 out of 111, which is a place of total inaccessibility and the last bit is designed by a sadist. My problem is, where do I go for help? I tried writing to Crystal Games in Denmark, but all they sent me was a disk list of all their current games, and *Supaplex* wasn't even on it! To get so far and not be able to get any further is extremely aggravating. I have been beavering away for over a year now, and I can't seem to put it away and forget about it.

I've tried asking my sons for help; but they can't do half the levels I can. So if you did manage to stay awake 'til this point — can you help? Any geniuses (genii?) on the staff? Am I doomed to die, never knowing what the next 50 levels are like?

If you can't , please send flowers to Graylingwell Mental Hospital, Chichester.

A Copeland (Mrs).
Bognor Regis

Chin-up now Copers, now is not the time to pull stumps and traipse back to the final pavilion all dejected and weepy, just because life bowled you one awkward googly. Stiff upper-lip, old girl. The fact is that only Andy has even heard of Supaplex, so old and smelly and encrusted with verdigris is your fave game. Short of suggesting that you 'get with it, baby' and try some of the delicious titles currently available in the wonderful world of Amiga gaming, I can offer your wrinkled brow scant comfort for your declining years. It's possible that some similarly sad and senile old sod will read this letter and take pity on you, but I doubt it. But, if you agree to knit me a nice fisherman's jumper in battle-ship grey alpaca (I'm a 44), then we will send you some brilliant games guaranteed to cure you of your pathetic addiction. You do write a nice letter though; have you ever considered a career in the Church?

OWAZEEE!

Dear *The One*,

I have been a reader of your fine magazine since its inception and have been a very content Commodore/Amiga owner for a lot longer. However, I am now starting to worry. My concern is due to the following:-

a.) The advent of more powerful PCs with the capability to run games like *Doom 2* and *Wing Commander 3*.

b.) The new 64-bit consoles coming onto the market, like the Saturn and Playstation (which I have seen running and look very impressive).

c.) The dire situation with Commodore.

Commodore made the right move in introducing the A1200 and the CD32 last year before the other manufacturers launched their machines. However in the process managed to annoy most of its loyal customers by marketing the now redundant A600 first, which most of them (including myself) promptly went and bought. This did no end of harm to Commodore's reputation.

The actual machines are, after such a short time, starting to look out of date, and just imagine how they will look in two years' time!

Mind you, in order for the new formats to take off they must be competitively priced, and as the machines are going to be over £400 and the software £50, the Amiga will have an edge; if there are any Amigas to buy, that is.

I can see a time in the not too distant future when shops will no longer stock any Commodore hardware or software, and companies like Bullfrog and Team 17 will stop making games for our wonderful computer. Things do not look good for the future, and I would be interested to hear *The One*'s and any other Amiga owners on the subject.

Gary Whitaker
Edenbridge

Yes, Gary, it does rather look if the appeal has been made against the Amiga Batsman, and all we await is the dreaded finger of the Cosmic Umpire to be raised in confirmation that we are, in fact, out. Actually, old bean, though we are playing on something of a sticky wicket, things are not quite so dire as they look. Firstly, the situation vis-a-vis Commodore, though by no means rosy, is slightly more pink and flushed than it was when the receivers were called in. Let me tell you, more than one sly fox is still sniffing around the sickly-smelling corpse of the Amiga rabbit, and we should not discount the prospect that one of them will drag us off and devour us. The waiting is an absolute bugger, I know.

Secondly, your letter serves to illustrate that there are thousands of loyal Amiga owners out there, providing software houses both large and small with a rock-solid user base. It's true that some of the bigger titles won't be developed specifically for the Amiga, but as our cover demo of Gloom shows, there is very little that can't be done for the Amiga by an innovative and enthusiastic team of programmers. Playstations and the like are, as you point out, fab but pricey. No, I have no quarrel with you there.

CURSES, RUMBLED!

Dear *The One*,

After reading your brilliant mag I realised that on many occasions you simply waste space by printing complete gib-



berish. If all this crap were removed, your mag would only be three-quarters of it's normal size, leaving room for another coverdisk, say. Though your crap is quite entertaining, I could certainly live without it in the knowledge that another one of your brilliant coverdisks was on the way, making your mag even brillianter!

Nigel Irwin
Clogher, N.I.

PS. For such a brilliant idea I think a software prize is in store. *SWOS* would be nice, and if I don't get it, just remember there'll be a very angry Irishman after you with a gun in one hand and an axe in the other. Watch your backs. I am serious.

Substitute the phrase 'fill-up' for 'waste' and I won't quibble with you, Nigel. You want to try keeping your end up matey when the fast bowler's got the Amiga XI's number 11 in his sights, and you still need 50 to avoid the follow-on. What does your soft, lilting, creamy, stout-swilling, twinkle-in-the-eye, charming, 'top of the mornin', oh-so-bloody Irish blarney get you then, eh? Not SWOS *at any rate. To be sure.*

WATERLOO SUNSET

Dear *The One*,

About seven months ago I bought the superb MicroProse wargame *Fields of Glory* and have enjoyed playing it immensely.

However, I paid almost £36 for it then, and now the game has been released on the new 'Power Plus' range for only £17! Almost £20 less than it was selling for a couple of months ago.

While I understand that games will inevitably be re-released as budget titles eventually, I would have thought that MicroProse would have at least had the decency to wait a while longer, say until the game was a year old or so, before reducing the price.

I, and no doubt everybody else who bought this game, feel a little cheated, knowing that if they had waited a couple of months more, then they could have got *Fields of Glory* at less than half the price. In future I'll be very dubious about buying full-price products.

David O'Connor
Dinnington

I don't blame you for questioning the umpire's decision on this one, though it must be said that in the case of FOG, it could be said that 'bad light stopped play', and that if the game had been better received by the press, (most of whom in our opinion panned the game excessively), then doubtless MicroProse would have shifted more boxes and felt less inclined to go all budgety with it so soon. On your more general point, though, life's a bitch, 'int she?

SEAGOON

Dear *The One*,

Congratulations on another great issue of your magazine. I was particularly heartened to read your review of *Akira*. You see, when I first receive my copy of *The One*, I glance at the reviews section to see if there are any football games in it (what happened to *Planet Football*?) and read them, then I check to see if there are any truly crap games and read them. Later I sit down on the bog and give the mag a proper good reading. Six percent is a fantastic mark to award, and I will take uncle Andy's advice and steer well clear of it. Can I also say that the editor for *F1 Grand Prix* (available in PD) is bloody excellent, *Zool* is bloody crap and I think that computer journos were bribed by Gremlin to give it 91 percent and that I can't find the towel on your *Flight of the Amazon Queen* jobby. Thankyou.

Ned Potter
Great Dunmow

PS. Can I also say that Will is sad, Catherine H. is mad, and I don't feel the need to tell the world that I am 14 like a certain Rob Smith. Although I just did. Inadvertently you understand. Shut up Ned. Stuff.

Well, Neddy, you've obviously been practising in the nets a good deal lately, as your sweeping generalisations are a joy to behold. Akira *was definitely a wide, but though* Zool *is generally considered have been a pretty good delivery, there are those who will always find the bouncer unplayable. May I suggest you practice your hook shot? The towel in our* FOTAQ *demo is located in the chest, as any fool knows.*

THE SPINDLY KILLER FISH

Dear *The One*,

This is the first time I have ever written to *The One* before as it was only last week I bought my first issue of *The One* (April). Anyway I was looking through the 'Snip Tips' part I noticed an article on *Sensible World of Soccer* (great game) going on a bout how you at the one are not getting the 'M' and 'W' cheat to work and this is because there are two versions of *SWOS*. So out of the kindness of my heart I have sent you the *SWOS* version with the cheat. And now your asking there has got to be a catch. Well there sort of a small one. Could it be possible to please please please send me a list of the best team (most expensive including subs) with the best formation, position of each player and and where they come from including their continent, their country their league and their team and any advice on how to sort the team out.

PS. You can use my version of *SWOS* as an EXCLUSIVE coverdisk as I'm not bothered of you exploiting my generosity.

PPS. If you do not print my letter can you at least mention my name as I have never had it in a computer mag.

Ben Skerret
Leeds

Pity poor Ben, because Ben is blind. Thick Master Ben Skerret, the Pirate's mate, the semi-literate smeg-head, who sails onto these pages waving the Jolly Roger, like a lad with no brain. Yes in case you hadn't already guessed, Ben has been playing a pirated version of SWOS. *We have forwarded his disk to producers, Renegade, who will no doubt handing it over to F.A.S.T (that's the Federation against Software Theft) shortly. I only hope for your sake, Ben, that you are as idiotic as your letter indicates and that when they finally come for you in the dead of the night, you will be able to convince the rozzers that you were of unsound mind when you lifted the pirated* SWOS *from the naughty bulletin board. You sir, are a thieving arse.*

D.I.V.O.R.C.E.

Dear *The One*,

There's no need for me to grovel as everyone knows that the sun shines out of your back page. Anyway, I'd just like to thank anybody and everybody involved in *Sensi*, *Settlers*, *Cannon Fodder*, *John Madden* and *K240*. Why? I hear you cry. Easy, for the final and utter collapse of an otherwise disastrous marriage. After five glorious years of arguing, bitching and name calling, I am now free to do whatever I want, namely play superb games on my Amiga, get very drunk and meet nice church-going young ladies, (well maybe not).

As for saying Jo should grow her hair, leave her alone! You should be thankful a goddess of such beauty lets you in the same building let alone work for her. Anybody's mother would be happy to see her son with Jo on his arm, so lay off!

A Coward
Torquay

In replying, Mister Saddest Person Ever to Write In, I am indeed fortunate to have the object of your desire sort of perched near my left shoulder, at mid-wicket egging me on. 'Go on, kill him' she says in her sugar sweet way, 'rip him to pieces'. I want him dead. Aha-ha-ha...

She can be quite frightening you know, readers. Actually I'm going to have to slag you off a bit more, because Jo is still here and she says I must. So, er, look Arse, keep your pathetic adolescent fantasies to yourself in future. Right. (Will that do, love? She nods. Phew!)

BIG END?

Dear *The One*,

In September last year you did a preview of a rather splendid looking game going by the name of *The Big End*, to be released by Supervision and programmed by The Hidden. WHERE IS IT??

Release date Oct 1994. Not!

Please don't say that it isn't coming out because I am getting very bored with the only good F1 game on the amiga (*MicroProse GP*). If it is still going to be released how about sweet-talking The Hidden into doing a coverdisk (a nice tie-in with the beginning of the new grand prix season, like you do with all those crappy football games). And how's this for an idea; a football-free month?

Back to coverdisks — why

no PD on them? I have just bought (Snip! 'A competitor' — Andy.), and although the content of the mag was just glorified toilet paper, the cover disks were brilliant with some great multi-player games. Come on *The One*, how about some PD for us eh? The next day (Er, another competitor — Andy.) had four disks on the cover with five or six PD games (and the content of that particular mag was more like that of a used bog roll!) Please give us some PD — I can't go on spending an extra £8 a month on bog roll forever and I can't keep filling out cheques to 17-Bit as my wife is hiding the cheque book. The rest of your mag is perfect. I'll go away now.

Mark Ambrose
Bournemouth

Mark, look, when you've been in the field all day, and you're feeling tired and depressed because the bowlers simply don't seem to be able to break through, take a tip from an old pro. Have a nice glass of Quosh, okey-dokey? In answer to your query, yes Leon, the questions are written down for me. It's a test. I'll tell you about my mother. The Big End fell foul of the John Waddington liquidation, but the game has been picked over by a few interested parties, though obviously we can't tell you who they are. So don't give up hope. We do put the odd bit of PD on our disks — see this month's Platman *— but usually we have such fantastically fat demos that there isn't any room for anything else.*

WATERLOO SUNSET

Dear *The One*,
I'd like to say "Pants" and "Arse" to all the scummy A1200 owners out there, when I'm stuck with a rather less great A600 cos I'm getting one of those A1(M)s as soon they hit the shelves. Hah!

Sam Mullins
Wooler

PS. Don't you think *X-Fighter* is rather crap?

Hmm... it's time you learned to play with a straight bat Samuel. Confuse ye not the slight arseness of the graphics with the downy and peachy-cheeked roundedness of the gameplay. Owzat!

Questions Extravaganza!

Dear *The One*,
I think your mag is the best mag you can get for four quid. It beats the socks off all the other Amiga mags. It's got the best demos, reviews, tips, letters, and editor (steady now! — Matt.) Anyway, I've got some questions to ask.
1) Where can I get a copy of *Escape From Colditz*, or *Alcatraz*, and how much are they?
2) I've recently bought *Dreamweb* (for the A1200) and can't get very far. Anyone out there with some tips, or a solution maybe? Could you ask Matt The Medic for me?
3) Is there going to be a sequel to *Syndicate* or another missions disk like *American Revolt*?
4) Is the brilliant PC game, *Day of the Tentacle*, coming out on the Amiga? If so, when?

Robert Smith,
South Wirral.

Thanks for all the loverly things you said about the mag. I'm inclined to agree with you (not to mention paid to agree with you!) Anyway...
1) I can't suggest one particular place to buy your copy of these games from, but would imagine you'll have more luck looking round small, local shops, rather than huge megastores. Er... good luck.
2) We did actually print a solution to Dreamweb *in the March issue, but you can always write into my 'Games Surgery' if you have a particular problem (this is Matt speaking, incidentally. Harry and Andy don't have a surgery or anything!).*
3) I'm afraid we won't be seeing anything Syndicate*-like on the Amiga again, other than the CD32 version which will have some new music. Look out for this some time in May.*
4) Er... no. Shame that.

Dear *The One*,
I am a budding Amiga user and wondered if there were any e-mail gadgets for the Amiga, and how I can get them. Oh, and by the way, I love your mag.

Philip Weston,
Bromsgrove.

To get on 'The Net' all you need to get started is a decent modem, and enough money to finance all of the phone bills you're likely to then build up. We use a US Robotics 14,400 Sportster Fax Modem, but there are hundreds to choose from. To be honest, this isn't a subject we've ever really covered in any depth, and you'll be much better advised if you get hold of a copy of CU Amiga. This is about the best 'techy' Amiga mag available, and might be right up your valley. As may be its editor, Alan Dykes (he rides bikes).

Dear *The One*,
I have compiled a set of tedious and taxing questions for all of you at *The One*. They start easy, but then get harder, so watch out!
1) When is *Super SkidMarks* coming out, and will it be on the A1200?
2) Does 'Git Of The Month' get a software prize, or is the title 'Git Of The Month' a good enough prize?
3) If *Cu Amiga* and *The One* live in the same house, are they getting married or are they just best friends?
4) How the hell do you expect people to enter the *Zeewolf* competition if you don't give an address?
5) What on earth is a hexadecimal dump function?

David Wright,
Crawley.

1) It's already out, and yes, it is on the A1200.
2) Up until now we've not awarded the Git a prize, simply because we've hated him/her. Thanks for your idea; as of now, yes, the title is enough of a prize. Well done — nice idea!
3) We hadn't planned to live together, but couldn't afford the rent on our own, so chipped in to buy a place. We did have a brief fling with CU, but don't fancy them anymore. They've let themselves go, and just don't seem to make the effort when we see them now.
4) We don't often get readers stupid enough to either a) realise that we've only got one address and (considering month after month, year after year, the competitions are always sent to the same address) always will. Or b) would realise that you've only got to get the editorial address from the magazine details box to get our address. Thicky-thick-thick-Mr. Thick. Prat.
5) It's to do with going to the toilet a lot. Probably.

Dear *The One*,
Wow! The A1(M) sounds a bit flippin' brilliant doesn't it! A few questions for you:-
1) How much will the A1(M) cost?
2) When is it coming out?
3) I've got a CD32 and an A1200. Will it run all of my games?
Also:-
In the November issue of *The One* you told Steven Browne that *Simon The Sorceror 2* was coming out at the 'end of January'. The month is now March, and when most people read this it'll be last April/early May. Where is *Simon The Sorceror 2*? Will it ever come out?
When will the following games come out:-
1) *World Cup Golf* for the CD32?
2) *Sensible Golf*?
3) *FOTAQ*?
4) *Mega Race* (CD32)?
5) *Dungeon Master 2*?

Matthew Sharples,
Lewes.

You sir, are an arse! If it's any consolation, you're not the only bum out there, as we've had an overwhelming number of them write and phone in about the A1(M), all of whom missed what we thought was a pretty obvious and feeble April fool. Yes! I know, incredible isn't it? The crazy thing was, not only did Jo bosh it together in an afternoon using an A1200, a CD32 and a PC CD-ROM,

but she even included the words 'APRIL FOOL' on the keyboard. Still, it's nice to know that there are still incredibly thick and gullible people out there!

As for Simon The Sorceror 2, *the nice people in charge tell me that the CD32 version is due out in late June, with the Amiga version "following shortly". Hmm. And as for your list... 1) Soon. 2) Soon. 3) Soon. 4) Er... Soon. Probably. 5) Before the summer with any luck!*

Dear *The One*,
I own an A500 and think your mag is the best. Please could you answer these questions for me?
1) Is *Aladdin* coming out on the A500? If so, when and how much will it cost?
2) I bought *Jurassic Park* a while ago and can't seem to work out where Lex is hiding and how to get out of the T-Rex paddock. Can you help?
3) Is *Alfred Chicken* out on the A500? If so, is it any good and where can I get it?
4) Have you got any tips for *T2*?

Tim Watson,
Helmdon.

1) Sorry matey, Aladdin *is only available on the A1200 and the chances of it ever getting squeezed down into the A500 are slimmer than Slim Jim McSlim, the thin, er... thing.*
2) This is more a subject for the 'Games Surgery', but try looking in the underground sewer bit. You'll need to push the raft along with you.
3) Alfred Chicken *has been out for the A500 since October of last year. It scored 86 percent and remains an excellent and fun platformer. Very console-y and very cute. Just try looking around any decent game shop, or contact Mindscape on 01444 246333.*
4) Yep. Pause the game and press F1 then F2. Now press fire, and then Esc to skip levels.

Dear *The One*,
I'd just like to say what a brilliant magazine I've been buying for the last two years or so — *The One* (Phew! That was close — Haz.). Could you please answer the following questions which have been bugging me for quite a while now.
1) I've read in a couple of mags that there is a *Championship Manager 2* to be released in March. Is this right, and could you tell me when and what price it would be if released?
2) Do you know of any cheats/tips for *Detroit*?
3) Can I run my Amiga A1200 through an Amstrad CTM monitor? I had my monitor working on my old A500, but can't seem to work it now.
4) Is *Striker 2* coming out on the Amiga?
5) What has happened to *Kevin Keegan's Player Manager*?
6) Is the Amiga 1800 still coming out, or has the idea been shelved?

Peter Goldman,
Nottingham.

I'd just like to say that I've been writing on The One *for about two years now. That'll explain the steep increase in quality, then (Big-headed git, Matt — Andy.). Or it could just be a happy coincidence. Anyway... 1) Lovely Anna at Domark informs me that* Champ' Manager 2 *will be released around September time, and is currently pencilled in at £29.99. We'll start previewing the game around August time. Keep 'em peeled! 2) Go west until you hit Ohio, then turn right at Toledo, then keep going until you reach Lake Erie. 3) As far as I'm aware (i.e. I've just asked Andy Leaning from sister magazine,* Which Halibut?*) there should be no difference, as the A1200 output is exactly the same as if it had been through an A500 modulator. Tsch! Go figure that. 4) I was only able to get hold of a guy involved in the PC version at Rage Software, but as far as he is aware, there are no plans to produce an Amigery one. Never mind — fingers crossed, eh? 5) Dunno. Good question. 6) What with the state of Commodore at the moment, pretty much everything vaguely Amiga related has not only been shelved, but put in the cupboard under the stairs and bricked up. Aha-ha-ha!*

Dear Entity that is *The One*,
This is my first letter to you at *The One*. I understand that if my letter is to be printed, there is an unwritten rule that says I must write the word 'PANTS' a fair bit. Therefore, I will.

I subscribe to this wonderful magazine and always read it from cover to cover. Right, that was the grovelling bit out of the way. PANTS. A couple of things then: My main point for writing is about all this 'turning your CD32 into an A1200' business. What is the deal with that? My brother has just bought a CD32 and is now getting the SX-1, keyboard, etc. Will this mean that he can play all my A1200 or not? Different people I ask say different things. Gits. Oh yeah, PANTS.

So what I thought I would do was to ask my chums at *The One* for advice. There is obviously the same query with buying the CD-drive for the A1200. Can I then play his CD32 games? "Some", I am told by Mr Shopkeeper. What does he know? PANTS?

My other point was about that *Eliza* interview-type thing with Nick Clarkson in the Feb issue. This was excellent. Is the *Eliza* program a PD thang, or the fruition of years of effectively pointless research? Or both? PANTS.

If it's PD, why not stick in on one of the coverdisks? I'd love to amuse my friends with hours of pseudo-Freudian psycho-babble.

Anyway, PANTS.

That's all until next time you loverly people.

PANTS.

PANTS

Hugh Janus,
Southend-on-Scum

It's a shame you chose to close with an 'amusing' name, because up until then I thought you were being quite funny with your 'PANTS' theme. Still, never mind eh? With regards to your SX-1 query, we've had pretty good results from the thing, and though I wouldn't go as far as to say it makes you CD32 exactly like an A1200, it's as close as you're gonna get! The results are much the same with the 'A1200 with CD-drive' scenario.

Eliza *is actually a little piece of Macintosh software that was supplied to me by a mate (and might I take this opportunity to thank Big Si Kinder — a guitar legend in his own bedroom — for supplying me with two easy pages a month.) It first appeared as a Next Month item way back in October, but the response to it was so overwhelming that I just had to find a way to resurrect it. It also provided a way of replacing the rather boring 'One on One's we used to do! As it happens,* Eliza *has been written for virtually every computer ever, but God knows where you'd get the Amiga one from. PD houses, perchance?*

Dear *The One*,
I've got an A600, and I'm thinking about upgrading it. I think it's a good idea because games are starting to require 2Mb. Please could you answer my questions.
1) Is there such an upgrade to add 1Mb to my A600?
2) Please could you give me details or a phone number about the expansion?
3) If I have the upgrade, will my A600 be as powerful as an A1200?
4) Do you think it is worth upgrading?
5) Are AGA machines just another term for an A1200?

S. Bhullar
Gravesend

1) Yes
2) Yes. Gordon Harwood's does one for £39.95, with a battery backed-up clock so your Amiga will always know the time. Contact Harwood's on 01773 836781.
3) No, it won't. The A1200 does have 2Mb of memory, but it also has a lot of other things too — including a faster processor chip. Which leads me to the answer to the next question...
4) No, it probably isn't worth it. Many games require 2Mb to run, but they also need the extra power of the A1200 — which you can't get unless you sell your A600 and buy one. Extra memory is useful for some applications, but not for games. To be honest, you would probably be better putting your 40 quid towards a hard drive, or an extra floppy drive. Both of those can be useful for some types of games.
5) Yes. The term AGA covers both the A4000 and the A1200.

Dear *The One*,
Please could you answer a few questions for me.
1) When will *Syndicate 2* come out?
2) Will it come out for the CD32?
3) What differences are there compared to *Syndicate*?
4) Finally, could you tell me any other existing info *Syndicate 2*?

Please print this letter, as I'm desperate to know the answers.

Kee-on hi,
Somewhere

1) Sadly, Syndicate 2 *will never see the light of day on the Amiga.*
2) Nope, nor on the CD32.
3) Look, I've already told you. Syndicate 2 *isn't coming out.*
4) Aaaaghh! Go away! Look, isn't it enough that the damn thing's been shelved, without you rubbing it in? Read my lips: Syndicate 2 *is n.o.t. c.o.m.i.n.g. o.u.t.*

UFO

ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR



"This is the best game I've ever seen" 97%

COMPUTER GAME REVIEW

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

IBM PC screenshots shown. Actual screens may vary

S T R A T E G Y

MICROPROSE

DOOM AND GLOOM

The Amiga is Doom-ed! The first of two Doomular clones this month, Gloom hails from Black Magic, part of the tangy New Zealand-based group responsible for Skidmarks 2. Andy Nuttall thinks that it's the best thing ever, but if it can get this good, could the real thing be just around the corner?

PROJECT: Gloom
PUBLISHER: Black Magic
DEVELOPER: Mark Sibly (Programming); Kurt and Hans Butler (Graphics); Kev Stannard (Music)
INITIATED: May 1994
RELEASE: May 1995

The Amiga world's going *Doom*-crazy! Since the stonkingly violent 3D shoot-'em-ups *Wolfenstein* and *Doom* hit the PC, the race has been on to produce something similar on the good old A1200. Many said it can't be done — and even the most stalwart Commodore hearts sank with the release of the uncommonly smelly *Death Mask*. But there are those that stuck with it; and we're at last reaping the rewards.

After *Alien Breed 3D*, which we previewed last month, the first — and most exciting — is the rather obviously-titled *Gloom*, from Black Magic. BM's top man, Mark Sibly, has been responsible for some of the most innovative Amiga games in the last couple of years; most notably *Guardian* — not to mention the amazing ground-breaking programming language *Blitz Basic*.

"The name sort of started out as a joke," he admits, "just something to call the project while we were working on it. By the time we had to settle on a 'real' name, we threw around some pretty weird ones, like *Gorefest '95*, and *Bloodbath*, but wound up sticking with *Gloom*. Probably because we were all used to it."

Joining him for the interview are the other Black Magicians, Hans and Kurt Butler, who are responsible for *Gloom*'s graphics, and Kev Stannard, who has previously worked on the game *Lunar-C* released alongside Mark's *Overkill* on the CD32. The quartet met while working on a game in Oz, as Mark describes:

"The whole episode was a bit of a drama, to be honest. We'd gone over there to work for this rich guy who wanted to get into the games publishing biz, but things turned pretty ugly at the end. We actually finished the game, but nothing ever came of it." Kurt and Hans have also contributed graphics to some of Acid software's stuff *Guardian* and *SkidMarks 2*, but apart from the Oz one, this has been their first complete game.

MOUNT DOOM

Obviously inspired by *Doom*, the Black Magic team got together again because they believed a good Amiga conversion was possible. It didn't take them long, though, to begin adding their own touches to the look of the game, which would be easy just to copy directly.

"We've tried to give it a whole different look from *Doom*," says Mark. "Kurt and Hans have consciously tried to avoid the *Doom* look, which all the other Amiga clones seem intent on capturing."

"Yeah. At the start of the project it was very *Doom*-orientated, because all we had to go on was *Doom's* look and feel," agrees Kurt. "But as we went along we wanted to break away from *Doom*'s grey monotony, so at that point I think unconsciously while we were forming the game we were bringing in our originality, with the only similarity being the first person perspective."

"Also, the game is divided up into distinct graphic styles," Mark continues, "so instead of the 'mix-and-match' approach to graphics you see in *Doom* clones (and even *Doom* itself, to some extent), the graphics in *Gloom* actually go through abrupt changes, which alters the mood of the game entirely."

As you would expect, the team have kept an eye open for any



Because Mark Sibly's the author of the programming language *Blitz Basic*, you might not be surprised to learn that *Blitz* was used in *Gloom*. "The map editor and heaps of little utility programs were done in *Blitz*, but there's no actual *Blitz* code in the game itself," he says.



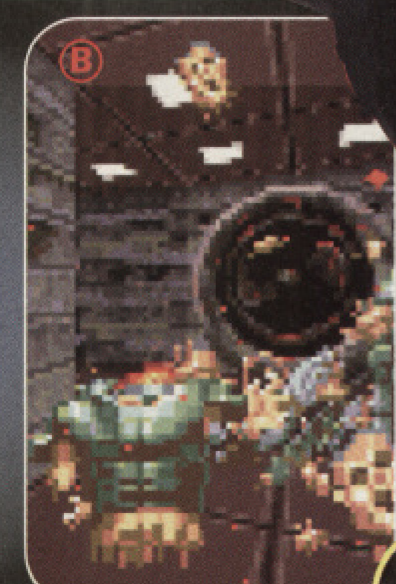


Left: This is an example of the 'chunky' graphics available, which gives you the option of full-screen windows, as long as you don't mind huge chunky characters, and stone-clad walls. If you keep away from the screen, and squint gently at the screen, you find that it's rather good.

WHEREVER I LAY MY, ER, PANCREAS

Gloom comes complete with two play-modes, Messy and Meaty, which you can toggle depending on the speed of your machine. Messy is fairly horrific, throwing arms and limbs about Mr Creosote-style as you blow your enemies to Kingdom Come. Meaty, by contrast, also throws arms and limbs about willy-nilly, but — and get this — they remain where they land on the floor for the rest of the game! Here's a typical example. In a) there's a soldier, gunning for some action; but in b) after you've led him around for a while, pumping him full of gun-toting action, he'll explode, slopping his innards around the room. They'll remain (no pun intended) there for the rest of the level — including the blood spatters on your screen.





other *Doom* clones, both commercially and on the PD Shareware scene. And, as you would also expect, they haven't seen anything to seriously worry them yet — but because they're Amiga fans first and foremost they remain encouraged that so many are appearing.

"We've seen heaps of other games!" enthuses Mark. "When we started on the *Gloom*, there were already quite a few demos around by people trying to 'do *Doom*'. The trouble was, none of them seemed to involve shooting anything which, when it comes down to it, is why people play *Doom*.

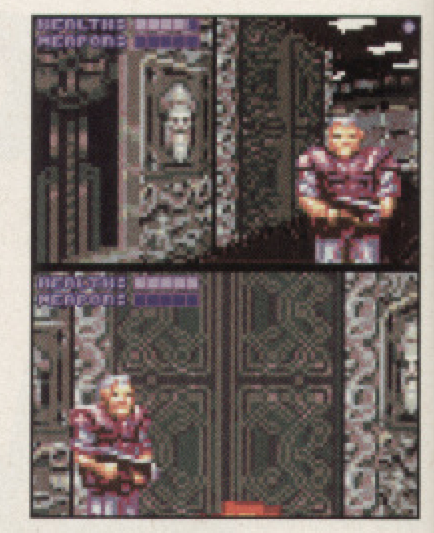
"There was only one, called '*Fears*' I think, [you think correctly — it's previewed on page 22 — Harry.] where you could actually shoot things. It's weird; like Amiga programmers think *Doom* is all about walking around buildings, twiddling your thumbs, going 'ahhh, that's a nice wall'. In fact, in *Gloom*, the monster drawing code was the first bit done... if that'd proved too slow, we probably would have abandoned the whole thing."

"It will blow the ST out of anything in its path"**

Apart from the Amiga PD game *Poom*, other *Doom* clones on the PC and Amiga have avoided any cheeky names, presumably attempting to avoid copyright problems. Does this not worry the Black Magic... er, box?

"Well... we just thought that people would associate the name *Gloom* with *Doom*," Hans says, "thus tipping our hats in *Doom*'s direction for the inspiration it gave us."

"Plus, I'm sure id Software [the makers of *Doom*] are far too busy on the 3DOSXstationTigercatreality conversion to be reading *The One*!" Mark laughs. Cheeky git. "I'd like to say a big, cuddly 'thanks' to the authors of the original *Doom*, for coming up with such an original, awesomely programmed game, which has also returned shoot-em-ups to their deserved place under the spotlight!" he adds, demonstrating a rather clever technique known as 'covering your arse'.



Is *Gloom* trying to be *Doom*? "We knew we could do a version which placed the emphasis on the actual game, not the scenery," explains Mark. "So, I guess *Gloom*'s trying to be a close version in that it involves wiping out stloads of monsters, but not in terms of walking around complex scenery."**

GLOOM WITH A VIEW

Black Magic has been working on *Gloom* for about six months now, and the game is only around one month away from completion. It took Mark a couple of months tinkering around under the bonnet before coming up with the game engine they're using now. Since then, he reckons, it's been about three months of solid work for all concerned — but even before they started, they didn't dream of how well it would turn out.

"From the beginning we wanted it to be an action game, but there was always this nagging thought that it'd end up a shoot-one-monster-at-a-time kind of thing," Mark admits. "I remember sitting down with Kurt one day, when everything was more or less up and running, and sticking 20-odd monsters in a room... and WOW! You'd walk in there, start firing, and the next thing you knew there were arms and legs and torsos and intestines and stuff flying EVERYWHERE! So, the result has pretty much exceeded my expectations. And it's got nice walls."

"I think this project has given us a lot of fun and excitement," says Kurt. "Because it was something new. We can't wait for its release onto the Amiga market — we have contemplated that the market will respond positively to it, providing other clones don't beat us. Even if there is another *Doom* out there I think we'll do quite well, because the Amiga market is really hungry for this style of game."

"And it will blow the s**t out of anything in its path, of course!" adds Hans.

"The other clones' graphic sprites don't really stand out from the background graphics," says Kurt. "I think this is due to the fact that they used colours too dull and similar to the background shades. Playability-wise our graphics have allowed a quicker reaction time, because you can see the enemy sprites at a longer distance — mainly because our sprites illuminate well from the background."



With a game engine as complex as *Gloom*'s, many problems popped up during the early stages. As Mark reveals, texture-mapping, the process of 'painting' the walls, ceilings and floors in the game with patterns, required three different approaches before he got it right. "Well, the texture mapping was a bit of a headache. As a matter of fact, the technique we use now is actually pretty slow for drawing an 'empty' scene, but it allows you to draw lots of monsters in the scene, with very little slowdown. The depth-sorting stuff also proved, er, challenging. This involves deciding which walls are in front and which are behind, which sounds pretty simple — well it did to me — but is actually a major bugger!"

Finally, there were problems with "mathematical accuracy". The maths routines behind any 3D game are pretty horrific, but as soon as you begin throwing textures in there too you need a brain the size of a planet to cope with it all. "Like, you'd try to draw a wall with straight horizontal lines on it, stick it in the game, and the lines would come out all zig-zaggy," explains Mark, confounding me with his technical know-how. "I cleaned this up to a large extent, but it's still noticeable in some places. That blows me away about *Doom*... the whole thing is done so bloody cleanly! There isn't a pixel out of place."

GLOOMSBURY SET

The other problem with complex games, apparently, is testing. During development the team played each version as much as possible, to iron out any bugs as they appeared. "In an early stage of development on the demo," Hans recalls, "something was happening on the last level every time I was going through a teleport. A bug had surfaced at this point of the game — I noticed that the speed of the game was slowing down every time I entered the teleport, to the point that it was ridiculously slow. Me and Mark where quite baffled by the problem, until I teleported to a room and was ambushed by an almost infinite number of enemy sprites! The bug had caused more enemies to be added each time you went through the teleport. You'd get killed, go through again, get killed again and so on. But I think it's fixed now."

Because most of the game code's complete, Mark's currently designing maps for the game. "I'm trying to make the mazes small, but interesting," he says. "I'm not really a big fan of huge, confusing mazes. Instead, I'm trying to give each maze a bit of a 'twist'...so hopefully they'll end up as small, confusing mazes."

***Right*: The two-player game plays a mean shoot-'em-up. There's a choice of three types: split-screen head-to-head, with two players in an arena blasting hell out of each other; split-screen team, basically with two US Marines against the bad guys; and finally a head-to-head — link option! Yes, rather fantastically, it's possible to link up two Amigas, and play against each other [in fact, this option is also present on the demo you'll find stuck to the cover].**



***Circle*: If you prefer speed to looks, there's an option to turn off the texture-mapping on the ceiling and floor. If you think that this looks a bit silly, there's also a kind of halfway-house which adds a gradient of colour, but not the full textures. Clever.**

Bugs aside, the boys are pleased at how quickly the game is coming along right now. The present problem is exactly when to stop expanding the game, and to begin concentrating on final tweaks to the play. "Currently, I'm not sure how big the game's going to get," says Mark. "I'm knocking out mazes at the rate of at least two a day right now, so it depends on when I get bored and the mazes begin to look the same. That's probably a good time to stop. At the moment, I'd say there should be about 20+ mazes.

"There's also the problem of my tendency to add stuff to the game at random intervals," he grins. "I've just spent the last couple of days writing a routine to rotate and move walls, which adds a whole new aspect to the game. For example, you can now get squashed! So, we can have huge gear wheels and things spinning around for you to run through — but first I've got to draw the maps."

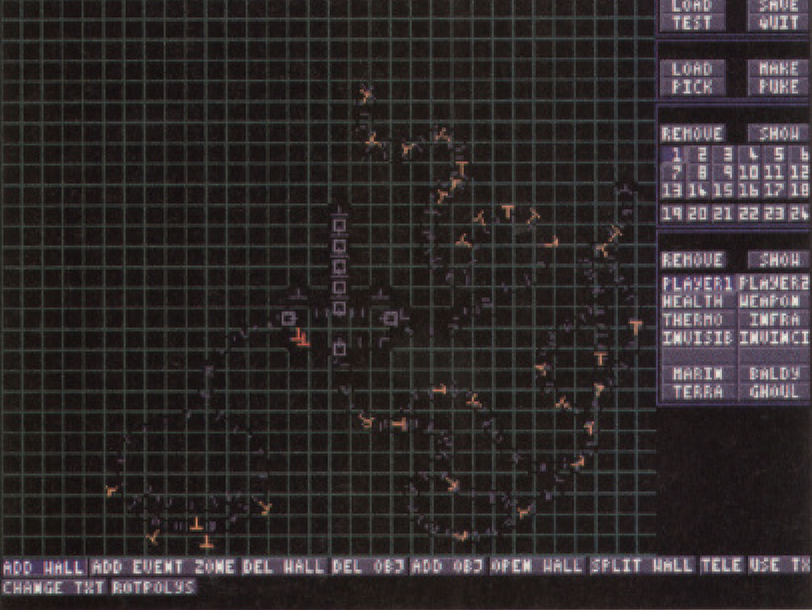
No Amiga owner worth his trousers would ever expect a *Doom* game to run as quickly as it does on a fast PC. It just won't happen. Given this fact, we at *The One* have all been blown away by what Black Magic has done using an unexpanded A1200. Sadly, it won't work at all on anything less; but if you have something even more meaty, like an A4000, then the game runs more smootherer than you'd ever believe possible.

Mark attempts an explanation: "*Gloom* is done in the infamous 'copper chunky' mode," he says. Nope, sorry. You've got me there. Apparently, the game offers two pixel sizes: 2x2 and 3x3, but to me that might as well be Swahili. Again Mark tries to simplify this: "2x2 mode allows for a window as tall as the screen, but only about half the width. 3x3 mode lets you have a full screen display." Ah, right. This explains the different screen sizes available, accessed by hitting Escape in-game. This brings up a menu, enabling you to toggle the texture-mapping for the floor and ceiling on and off, and do lots of other clever things — including changing the resolution.

"I've heard a lot of debate about doing stuff this way, but for me the decision came down to how to do it as fast as possible on a standard A1200," Mark says. "A lot of it comes down to personal taste... what I consider to be too slow, someone else might think is just fine. Still, you have to go with your instincts."

Black Magic's instinct has produced the backbone of a fine game, and whetted our collective appetite for more. A slight problem is that the boys haven't found a publisher for *Gloom* yet — but once the softies have played this month's stonking coverdisk, it won't be long before someone snaps it up. Good luck to them, and long may Black Magic continue.





TEARS FOR FEARS?

A year ago everyone was saying how Doom could never make it onto the Amiga. Now you can't move for clones and 3D engines! Matt Broughton tries to put Death Mask behind him and promises not to copy Andy's Gloom report.

PROJECT: Fears
PUBLISHER: Bomb Software
DEVELOPER: M.A.N.Y.K.: Frederic Heintz (programmer), Mathieu Berthaud (music and SFX), Corentin Jaffre, Stephane Elbaz, Laurent Sebire (graphics)
INITIATED: September 1994
RELEASE: June 1995

X-'Je voudrais parle Frederic'. That's what my girlf said to say (and she was in the top five percent 'O' level results in the world. Or something.) so that's what I bloody-well did. And did the person who answered the phone have the foggiest about what I was saying? No. Non. Ne understande pas.

See? The things I do for you readers. I want to let you know about all of these new games appearing on your super-duper Amiga, and I have to travel through Euro-hell with a large wild giraffe strapped to my back. I won't bore you with the exact details behind this trans-Chunnelular interview, but if I was to tell you that the words "hmm..." "um..." and "er..." featured 'quite a lot', I wouldn't be lying. Non. Nein. Nyet.

So what's *Fears* then? Well, it's basically yet another of the *Doom* clones that we're seeing just now, and lines up behind *Alien Breed 3D*, *Death Mask*, and *Gloom* on the Commodore conveyor belt of death. I've been given the number of one Frederic Heintz, the programmer for *Fears*, and though I put off talking to him for best part of a month, there's no escaping the inevitable. (That, I think you'll find, is why they call it the inevitable. — Harry.)

Our homme dans la belle-France, young Frederic, has never produced an Amiga game (or any full game for that matter) before, although he has been computing and producing demos for about four years. So how did he come to be producing a full Amiga game? Frederic explains (although je suis completement buggered if je can understand half of it!)

"Well, in fact I'm a demo programmer, and after a meeting in December it was decided to make a *Doom* routine to go with a demo I'd been working on. So, I went ahead and produced the routine, but then decided that I wanted to take it one step further and turn it into a full game. At about the same time I was making a shareware game which was called *Fears*, but at the time it was more like *Wolfenstein* [an old 'pre-*Doom*' PC game. Much the same, only not so bon]. Then I was contacted by MANYK and they made me an offer, so I decided to drop the *Wolfenstein* thing and move more towards the *Doom* routine."

As it stands, the game is almost complete, with only a few speed improvements to be made, and some more weapons to be added.

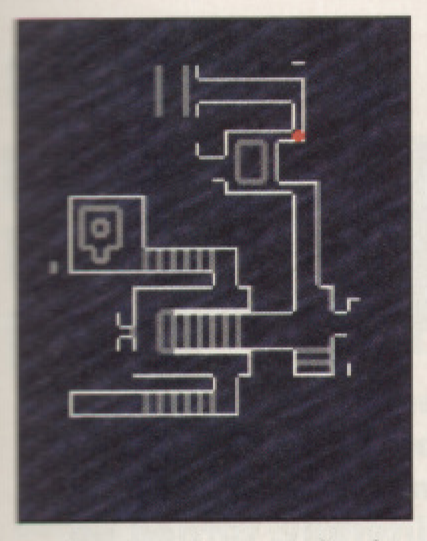
"Originally we wanted to put in four weapons," explains Frederic, "but I thought that it wasn't enough, so we're going to try to put some more in. I want to have about six or seven in there. We also have some work to do to speed up the routine, and just add a few more things."

At the start of the project, Frederic was sure that a *Doom* game was possible, but wasn't sure if the speed would keep the game playable. "Everything is possible, but you have to see that it's going to be playable. I think I can do better, but I'm satisfied for now. We are running a little bit short of time, but I'm sure I can improve the speed before we finish."

DANS LA MER?

Things can't have gone too badly though, and according to Frederic, nothing has had to be left out or removed from the original plans. So why do so many companies seem to have such a problem getting 3D engines to run well on Amigas? Frederic ums...

"I think people have trouble with 3D mapping because of the video card. Because we haven't got chunky mode, we are in pla-



Bonjour. Regarde un map dans le screen. Er... that's about it as far as French goes, so I'll just shuffle off quietly if you don't mind. Why not pass the time enjoying this rather splendid self-drawing map. Sil-vous-plait.

nar mode. [Just to let you know, 'Chunky mode' is what the PC runs it's 3D stuff with. It's basically a byte-per-pixel mode (so each pixel has a single byte defining it) as opposed to the Amiga's eight bytes per pixel. As you can probably imagine, this means that, while the PC only has one calculation to make for each pixel's movement, the Amiga has eight, and is thus eight times slower. Yeah? Comprehende? — Matt.] With the Amiga you can make good arcade games; shoot-'em-ups and things like that, but it's not very good for mapping. It's very hard to make everything clean on screen with my technique, but you must choose between the feel and the graphic quality." That's funny, that's what I always say.

Frederic is most proud of his *Doom* routine, but is also pleased with the amount of enemies he has been able to include.

"There are 15 different types of monster, and though there will be a maximum of three per level, there will be more than 30 levels, as well as end of level bosses."

And what sort of intelligence should we expect from the aforementioned nasties? Let's just hum about it for a while, eh?

"I know that it's very important for the gameplay, but I haven't finished it yet — they just come for where you are and try to shoot you. I'm going to improve that; I've not finished it."

Though *Fears* is meant to be an action game, there are *Doom*-like elements of strategy, although most of these are based around finding correct keys to correct doors, and switching, er... switches.

"I wanted to make a game more arcade-like, simply because there's really nothing like this on Amiga."

> **"Um, er... um, well... um, er... yes. I think." Frederic Heintz, Fears' programmer.**

And what of the serial link option that has made *Doom* such a popular networked game? Frederic:

"Yes. You will be able to play with two Amigas and a null modem cable. In fact I made a routine a long time ago that made this possible, but just haven't yet implemented it. I think it's very important to have two players with a game like this. I think networking is very important with a game like *Doom* or *Heretic*.

LE SUB-HEAD TRES TRES CLEVER?

Frederic has plans for a CD32 version, but as yet, doesn't really know what improvements will be made. "There will be a CD32 version, but I don't really know what improvements will be made." (Nice bit of reportage there mate. Have you considered a career in the Church? — Harry.).



No *Doom* clone would be complete without the obligatory switch-on-a-wall, and *Fears* makes sure that's it's straight into the Gallup 'door charts' at number one with this little entry. Though there will be a number of weapons in the final game, this small novelty cigarette lighter probably won't be making it to the end product.



"Hello and welcome to my rather splendid chain gun. I'm sorry but no one's available to kill you right now. Please stand directly in front of the multiple barrels and as soon as we've finished murdering your mate we'll be with you." Gosh, you really did make a mess with that tomato sauce didn't you? No more hot dogs for you young man. Tsch tsch.

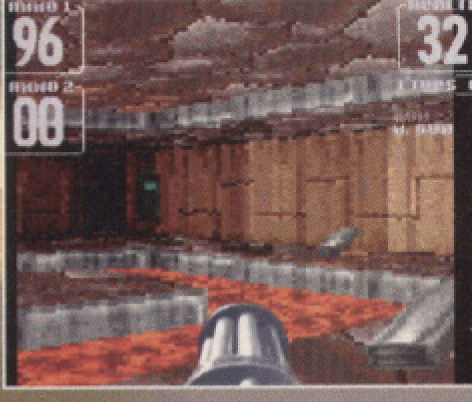


LORDY! An enormous spikey-yellow-conker-monster-thing, right up me! Fortunately, it's managed to position itself right on the end of my double-barrelled shotgun. Let me just see... I'm sure there's a trigger here somewhere. Take that!

"I think I will have all kinds of animations and things between levels. I'm waiting for the reaction from people to see what they think about this standard version before planning the upgrades."

Et apart from a *Fears* upgrade, how would Frederic feel about another 3D project for the Amiga? "I like 3D, even on the Amiga. If it works, I think I will go on with *Fears 2*." Phew crikey, *Fears Deux*! obviously un homme qui trouve le pain tres enjoyable...







As you plod around the many dungeons within *Fears*, various health icons, extra ammo packs, and treasures litter the floors. Trying to collect these goodies can lead to much running backwards and forwards, and all of this while desperately trying to avoid the attacking hordes. (Of course, if you're really clever, you'll kill everything first and then retrace your steps. — Andy.) Damn, never thought of that! Anyway, as you can see, it's all very loverly and in no way 'not loverly'. Oh no, we'll be having none of that talk on these pages. (Stop padding! — Harry.)

BOLTS FROM THE BLUE

A game's development is usually surrounded by media attention from day one, with hype slowly building up throughout its gestation. Bolts from the blue are unusual, but Andy Nuttall follows one game which has, quite literally, turned up like a fried egg... er, on the floor.

Taking two years, and three name changes along the way, this new game from Graftgold has come as something of a shock. We've missed it. Passed us by, it has; neither Graftgold, nor Renegade gave our bloodhound-like nosey-wosies so much as a sniffette that it was in development, never mind close to release, and *ViroCop*, alias Robot Virus Killer (RVK), aka D.A.V.E., is here. All of a sudden, like.

"It's been in development for a hell of a long time," says Andy Braybrook, who you should all know for such classics as *Paradroid*, *Uridium 2* and *Fire & Ice*. "It started off because Jason Page [who later wrote the music for *Ruff 'n' Tumble*] began writing a *Tanks*-type game on the Mega Drive, of all things. But he was prototyping it on the Amiga, because Sega don't like you to prototype games on the Mega Drive. Even if it's the best game in the world, they'll kick it straight out — so there was Sega America, telling us that it wanted an original game, prototyped on the Amiga, using all the features of the Mega Drive. Which is really rather difficult, because the Amiga doesn't have some of the features of the Mega Drive!"

This made developing the game quite difficult for Graftgold, and by the time the prototype was nearing completion the Mega Drive market was dying down. "Renegade never really had a Mega Drive policy anyway, so when Jason Page left to do his own thing, the game got handed over to Iain [Wallington]," he says. "The tanks were becoming a bit unmanageable, with about 64 frames of this large sprite rotating — it was just massive. Renegade didn't really want a tank game, so we changed the main character to this robot, and injected a bit of personality."

As Andy describes, Iain is responsible for putting most of the game together, although as you would expect, there are certain Braybrooky nuances in evidence: "There are bits of my game system in there, which is the same one we've had since *Rainbow* [Islands], really," he grins. "Re-use that code!" Well, if it works, why not? "It's called AMP, which stands for 'Alien Manoeuvre Programs', and it's got a lot fewer curly brackets in than 'C'." That's a programmer's gag, meaning that it's very easy to use. I think.

"The main character [called D.A.V.E., which incidentally stands for Digitally Armoured Virus Exterminator] is kind of like the one in *Magnatron* and *Quasatron* on the Spectrum. Also, the gameplay was based a bit on *Paradroid* [one of Braybrook's earlier games]."

PROJECT: ViroCop
PUBLISHER: Renegade
DEVELOPER: Graftgold: Iain Wallington (Programming, game design); Andy Braybrook, Steve Turner (Backup programming, additional graphics); Colin Seaman, Jon Kershaw, Steve Wilkins (Graphics)
INITIATED: May 1993
RELEASE: May 1995

(Circle) The most fun aspect of *ViroCop* is splatting the little soldiers by running them over in your dalek-like D.A.V.E. Some of the wildest abandon I've experienced since *Zzoom*, in the old days of the Spectrum — but the flame thrower's even more betterer.

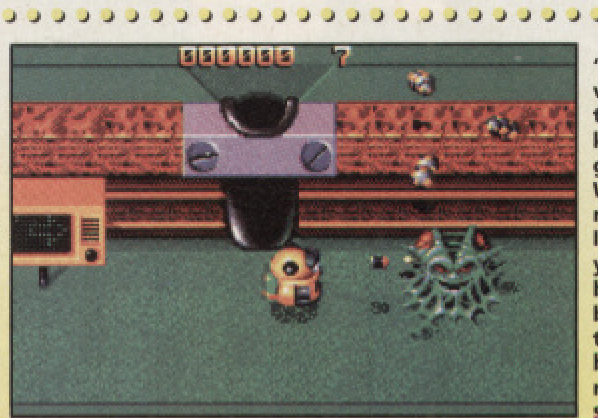
These graphics are all taken from the A5/600 version of *ViroCop*. On the A1200 version Graftgold has made a number of enhancements, as Andy describes. "The A500 version's in 32 colours, but the A1200's in 64, with another 16 for the weapon displays — so there are 80 colours on-screen. There are also extra sprites in there too; like the shell casings coming out of the shells, and smoke trails. It's hard disk installable, too." Excellent stuff.

DIAL HECK

Unusually, the D.A.V.E. character is split into two halves, top and bottom, each moving independently from the other. The bottom half turns to face the direction of movement, while the top is controlled by the cannon, which can shoot up to five different weapons. More on that later, but the best bit about this seemingly quirky feature is that two players can control the two halves



"There are 15 different weapons, and you're given three at the start. The other 12 you can buy on the weapon select screen, but to afford them you have to pick up power balls from the previous level. Blue ones are worth 1, Red are worth 5, and Green are worth 10."



"We've added the virus counter at the top, so that you know when you've got all the viruses. When the counter reaches zero, you can leave the level; but if you reach the exit beforehand, going back down the level to find them is quick, because it's just like running down some steps."

separately. One to fire, one to move. "We've only really started playing with the two-player 'team' mode in the last couple of days," explains Andy. "It's been in there, but we've never sat down and played it before — and it works. In theory, one player could sit down with two joysticks, *Robotron*-style — as long as they were both strapped down, of course.

"There haven't been many games that used two joysticks. The only other one I can think of was a really old one called *Space Dungeon*, with controls just like *Robotron*. I remember me and Steve [Turner] went up to the Planetarium on Baker Street one evening, and watched some bloke play who was brilliant on it — I think he was the mechanic, or something like that. Anyway, we thought we'd have a go, but neither of us could do it on our own — and we each had to take a joystick." Et voila, unwittingly, the seed for *ViroCop*'s team mode was planted all those years ago.

Each of the game worlds, which consist of three levels plus an end-of-level meany, are all game genres. So you've got the sports level, which has got different types of sports on it: the platform level, with all sorts of platforms doing different things; and then there's the Gods level, which is sort of *Cannon Fodder*-style, as Andy describes: "We've totally changed the scale for this one; it's got tiny little soldiers which you can either run over and splat, or torch with your flame thrower. Which is quite nasty. The people at Renegade love it, because the Gods level is just so devastating."

The laughter doesn't stop there, though — this flaming trend continues: "We've tried to include lots of little touches, to make the game more appealing. There's a bit where one of the soldiers tries to jump over a camp fire to get away, and he catches fire himself. And some..." he hesitates, "toilet areas, which, if you blow them up, reveal a bloke trying to pull his pants up. There are all sorts of little details in there."

"The shoot-'em-up world is the last world, making four different ones on the A5/600 version, each with different sprites, different backgrounds, different sampled sounds... everything. But, there's an extra world, adventure, on the A1200. And then when the game ends, you get another three levels as an epilogue."



"If you blow up one of the toilets you reveal a bloke trying to pull his pants up."

Andy reckons that *ViroCop* will take somebody nearly three hours to play through from start to finish, when they know exactly what to do — this is one massive game.

ROW BOTTY

The levels generally involve moving from the bottom of a hill upwards, towards the back of the screen; although there are twisty-turny labyrinthine puzzles built in to all the maps. "They're pretty straightforward in which way you have to go to get to the exit though," explains Andy. "We don't want to deliberately confuse people — well, not all the time, anyway. There are some small mazes, and secret rooms, too, so if we'd got a spare chunk of the map which we weren't using, then we'd fill it with something."

Although he's keen to point out that *ViroCop* is not his game, as reported in some areas of the press, Andy has been involved in many areas of the production. As well as the... er, stunning storyline above, he was also responsible for D.A.V.E.'s weaponry. "Jason's weapons were more suited to tanks, and they didn't transfer very well. It was my job to beef 'em up, and make each fairly different from the other."

The weapon select screen is, perhaps strangely, where you select new weapons to buy. "You might not have enough to buy a weapon, but instead you can push power along the power lines to get closer to the weapon you want," explains Andy. "It's a good idea to commit your energy in this way, because if you die you lose all the power balls that you're carrying."

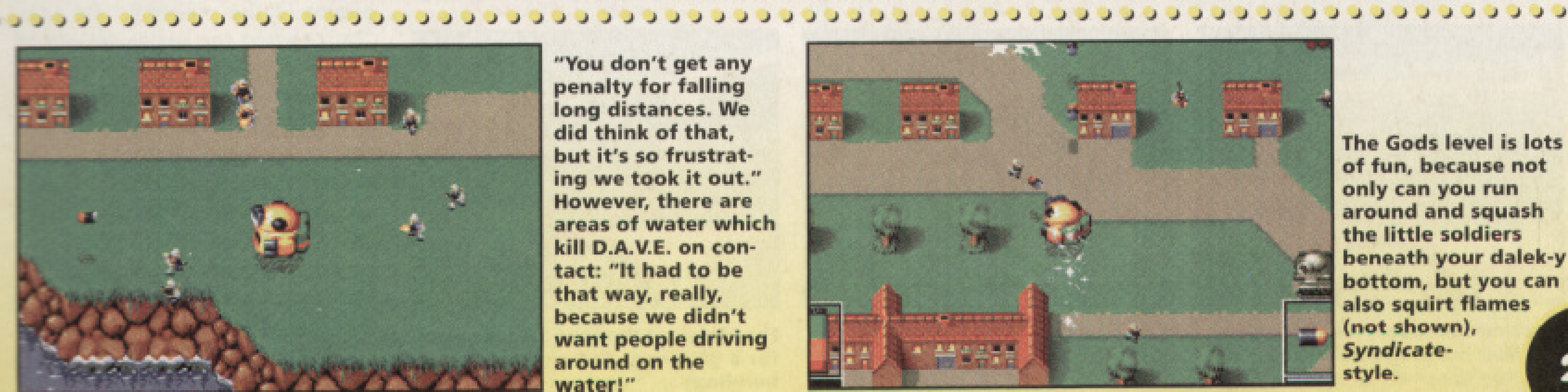
Now there are still single bullets, three-way bullets, and the aforementioned flame thrower, but alongside them are such delightful-sounding implements as a 'short-range plasma ring'. "It's funny, because I've been making the weapons as tough as I can, to kill off as many meanies as possible; and Iain's been making the meanies tougher to kill to cope with the heavy artillery!"

To flip between the weapons you need to use a second button, if you have a joypad, or otherwise — sadly — the space bar. "D.A.V.E. can carry up to three different weapons, though," adds Andy, "which you select before you go into a level. As along as you've got enough power balls, which you collect as a form of money in the game itself, you can afford some arms on the weapon select screen."

Watch out for a full review of *ViroCop* in next month's *The One*, when we'll also be running an Exclusive! A1200-only demo of this little beauty.



Right; The fourth level on each world uses different graphics, and features a particularly nasty, er, nasty, relevant to the particular genre. These ice hockey players are particularly hard, despite showing up on world 1; as you can see from the exploding D.A.V.E. in the middle



"You don't get any penalty for falling long distances. We did think of that, but it's so frustrating we took it out." However, there are areas of water which kill D.A.V.E. on contact: "It had to be that way, really, because we didn't want people driving around on the water!"



The Gods level is lots of fun, because not only can you run around and squash the little soldiers beneath your dalek-y bottom, but you can also squirt flames (not shown), *Syndicate*-style.

PROJECT: Leading Lap
PUBLISHER: Kellion
DEVELOPER: In-house: The Mysterious Mr S (Programming); Tony Dillon (Design); Alex Barregon (Visuals); Jon Haines (Music)
INITIATED: May 1994
RELEASE: May 1995

LAPPING IT UP

Kellion hasn't exactly hit the high road with its first attempt at publishing. Ants, so Andy Nuttall's a bit doubtful it can get up to speed with its second, a racing game. But, we live in hope...

Virtua Racing had just broken into the arcades when I first thought of *Leading Lap*," explains Tony Dillon of newcomers Kellion Software. The big K is also responsible for Ants — but, as Matt rightly says, 'every company has a poo occasionally.' Wise words, mate.

"I suddenly noticed that there hadn't been any decent polygon racing games on the Amiga since *Grand Prix*. And they've always done well, so I just thought it would be good to do *Virtua Racing* for the Amiga, especially for the A4000. And then perhaps downgrade it to something fast and simple, like *No Second Prize*, for the lower machines."

At present, *Leading Lap* doesn't run particularly quickly; kind of giving you a feeling of high speed, but the frame rate isn't quick enough to make it convincing. This is something the programmers are currently working on, as Tony explains: "The 3D engine, and the generator and all that, are all right as they stand; but at the moment it's drawing the entire track in 3D for every frame, whereas we actually need it to draw just the stuff you can see. So what's actually slow is the screen refresh, because of the time it's taking to draw every polygon in the entire world."

This problem can be solved with a 'filter', apparently, which is a routine to remove all of the polygon objects which you can't actually see. "Once we put a filter in, which is really a case of two or three days' work, whatever isn't in your field of vision won't be calculated; and that will bump the speed up so that it will run in, at worst, two frames [that's two screen updates per second, precision fans. — Andy.].

"One of the things I noticed," Tony continues, "when I sat down to look at Thalion's *No Second Prize* [an ageing bike racing game], was that it cheats quite heavily. There's nothing on either side of the road, for virtually all of the time, and when there is it slows down a hell of a lot, because you don't really notice it. All the other vehicles are kept moving really smoothly, and that makes you think that everything else is moving smoothly too. [But surely, instead of being simply a 'cheat', could that not be classed as a 'clever programming trick'? — Matt.]

"We're putting the other vehicles on the track at the moment," Tony sidesteps, cunningly. "As well as the five enemy cars that you're racing against, there's other traffic on the road such as buses and lorries — especially in the city. We've got 60 drone vehicles running on the track, because we wanted to see how many we could push into an area without it choking too badly. Even though it's running at probably one sixth of the speed that it will, once you've driven around the circuit once or twice you don't notice it. That's what I've found, anyway. If you keep going around you tend to ignore the speed, and concentrate on the cars." Hmmm. Chinny reckon, anybody?

"My motto on this has been speed, more than anything," Tony continues. Could this be the saviour of gameplay on the Amiga? I think not. However: "Concentrating on just getting the speed upright, get it totally playable, and if all you're ending up with is a green and blue screen with a grey line down the middle then, you know, so be it," he adds, cryptically — indeed, arseingly.

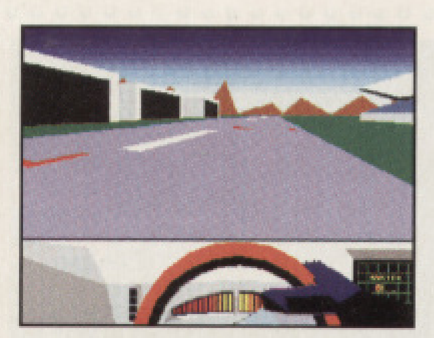
Thankfully, Tony recovers his coherence to describe what the future holds in store for Kellion: "There are a whole string of 3D games in the pipeline," he says. "For *Leading Lap* we've developed Tiger, a 3D world editor and graphics system, which we're going to use to create more and more 3D games for PC and Amiga. There's a 3D tanks game, an upgraded *Battle Zone*, just nice and simple to play; and then a submarine game... lots of things like that, which have come out of this one 3D engine."

We'll review *Leading Lap* in the next few months.

... And for the grande finale, this large... er, thing, balancing on some pillars. Incidentally, these graphics and, indeed, the game, aren't finished yet, and presumably there'll be some more things to look at when it is.


Hmmm, look — here's a nice car, hurtling towards you on the grass. At speed...


...Oh, and look; there it is again. But this time, going away.


For variety, I thought I'd take you for a gander at these nice buildings...

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KWOK OF GOLD?

The dark, satanic mills of Thalion UK finally ground the wheat which made the rather good Ambermoon, if a little stale when it at last appeared. So it's good, then, to see a freshly-baked beat-'em-up 'in progress' from the Brum-based softie. And Andy Nuttall is, er, half-baked. Naturally.

X-Fighter's an odd game, as you might have found if you played the coverdisk demo on last month's issue. It's a quirky beast, looking not exactly poor, but certainly rather less grand than the rivals *Street Fighter 2* and *MK2*; sounding rather more husky than my old grandad playing 'Abide With Me' on paper and comb, but certainly playing a rather meaner game of 'beat-me-up'.

In the interests of research, and also in a wilful attempt to fill this pages with easy-to-digest facts rather than the alternative wibble, a fella called Kwok Man, rather curiously, was invited to talk to us about *X-Fighter*: for it was he who wrote it.

Some of the more thunderous combos are actually implemented in *X-Fighter* as Super Moves. Pull them off, and you can expect to come down on your opponent like a ton of armageddon-sized bricks. Do them wrong, and you'll land flat on your arse. Your choice.

Kwok and his group of friends are *Street Fighter 2* nuts, playing every version of the game both in coin-ops and at home on one of their many console systems: "I've been playing it since the first... even the original *Street Fighter*," he admits. "I've become addicted to it, because it's something that's available to everybody, and so you can get a group of people who can become good at it. We also play on a Neo-Geo [a recent Super-Console, massively expensive in this country — Andy.] but the problem with that is there are so many different games on it, and one person might have some really good beat-'em-up, like *Samurai Shodown*, but nobody else can play it. You really need a game that everyone can play."

Although *X-Fighter* is Kwok's first foray into commercial games, he's been making beat-'em-ups for about three years. "I've made two others before this. The first one was so poor it didn't go out at all, though, and then the second one went to Licenceware."

Earlier in the day, Matt had mentioned to me that he remembers a Licenceware game which had similar graphics to *X-Fighter*, but he couldn't remember the name. When Kwok reveals that it was called *Mad Fighters*, Matt's eyes light up, indicating that, in fact, that was the game he'd played all that time ago. "You'll notice similarities in the characters and the moves," he says, "but in each progressive game the speed has got faster, and the graphics have become bigger and better. *X-Fighter*, for example, is the first one which

PROJECT: X-Fighter
PUBLISHER: Thalion UK
DEVELOPER: Kwok Man (Programming, design, graphics, animation, sound effects); Toby, Sam and Big Kwok (Additional animation)
INITIATED: May 1994
RELEASE: May 1995



Comparisons with *Street Fighter 2* are obvious, but *X-Fighter* dodges it in a number of ways. First, it looks rather quirky — and, some might say, aged and creaky. It also sounds awful, although Kwok is going to beef the old FX up a bit. But best of all, it plays rather well — and gameplay is most important, isn't it?

has started scrolling the backgrounds left and right.

"When I did the first one I was about 16, and now I think that *Mad Fighters* was something of a poor name. It's likely to stay as *X-Fighter* now, because I think that's the only suitable name for the game." Thalion UK wanted it to be called 'Becoming a Dragon', because that would sprout the acronym 'BAD' — although there was the underlying doubt that writers less scrupulous than I might give the game a kicking. After all, maybe even Thalion UK itself thinks the game is 'bad'.

But Kwok doesn't like the name anyway: "Becoming a Drag-

"I don't think people should spend much time stressed out trying to pull off..."



Just how many special moves are there, Kwok? "Quite a lot... hang on, let me work it out. There are 32 characters, arranged into eight groups of four, with roughly eight special moves per group. So 64, I think. But there are some specials which are different between players, even — so if a player has a fireball, it might be different to another player's fireball, either in strength, size or speed." Ooghya!

Here we catch one of the girly fighters in the middle of a distinctly uncomfortable-looking special move. This is simply motion blur, incidentally; it doesn't look quite as silly when it's moving.

Kwok's concentrating on making *X-Fighter* easy to pick up and play, so that people will become good at it fairly quickly. "Where *Street Fighter 2* might take a year to master [er, does it really? — Matt.] I realise that people aren't going to spend that long learning another beat-'em-up, so I've made it as easy as possible."



"The programmers of *Mortal Kombat 2* must be able to compact their sprite banks," says Kwok with a jealous grin, "because I can compact everything except the animation frames. But," he adds, "*Mortal Kombat 2* only has 12 characters, whereas *X-Fighter* has 32."

on is entering into the more Oriental aspect of fighting, which is something I want to steer clear of. I want *X-Fighter* to be a broader game, not just a Bruce Lee-style thing; and I want it to be compared with *Street Fighter 2*."

KWOK & ROLL

When he started to make *Mad Fighters 3*, the game which was eventually to become *X-Fighter*, Kwok was simply trying to better *Mad Fighters 2*. *MF2* was based on the original *Street Fighter*, and its limited features were beginning to annoy Kwok and his pals.

"We were getting bored with it, to be honest, and I just tried to add in loads of new features, and it evolved into a different game. It's much looser now; for example, it allows combos in mid-air, which is something that even *Street Fighter* couldn't do; so that was one extra thing. Then there are some new types of moves; like the fireball move and 'Dragon Punch' from *Street Fighter 2*. I looked at other games as well, such as *World Heroes* on the Neo-Geo, trying to get ideas."

To help create a smooth, playable game on the Amiga, Kwok not only played the console beat-'em-ups, but also some Amiga games — after all, sizing up the competition is always important.

"I've played *Shadow Fighter* on the Amiga," he says, "but I think that it's too difficult to pull off combos, and the special moves weren't very sensitive. I'm very picky about controls in beat-'em-ups; I like them to be easy, and the moves in *X-Fighter* are far more simple than in *Street Fighter 2*. I don't think people should spend much time stressed out while trying to pull off specials; because even when you master them you still need to use them tactically."

He also feels strongly against the 'lucky move', a single move or combo which is easy to pull off, and makes beating an opponent easy. It's a phenomenon which has haunted such games as *International Karate* (floor sweep), *Street Fighter 2* (fireball), and even *Rise of the Robots* (jump-kick). But not *X-Fighter*: "I've made sure that no move dominates, and more importantly, no character dominates," he stresses. "If you remember the very first SNES *Street Fighter 2*, once you mastered it, Guile could beat everybody. Whoever chose Guile would always win, which was silly. Since then, each version of *Street Fighter 2* has been more balanced, so each player has much the same overall strength as another."

BWOKEN KWOKERY

Because he and his pals are so influenced by other beat-'em-ups, Kwok's *X-Fighter* has expanded to gigantic proportions, with a massive 32 different fighters, and even the special moves alone totalling 64.

"It's not just 32 characters for the sake of it; there is a reason," Kwok insists. "Have you noticed with *Mortal Kombat 2*, all the characters' moves are the same? They use the special moves to make it more complicated, because Williams, the makers, said that way people can pick up any character and play it. With *Street Fighter 2*, every character is different; which obviously makes it a more tactical game, but people end up playing with just two or three of the characters.

"In *X-Fighter* there are eight teams of four players each, and each member of the team shares the same moves as the other three in his or her team." The idea behind this system is that you'll be at home with all four characters in a particular team, and then all you've got to do is learn their special moves. If you play with a mate, he could learn a different team, and then you could set up your own bouts or leagues between teams. Excellent, eh?

"There are loads of death moves, as well," Kwok enthuses, "or super moves, as I like to call them. They're different to *Mortal Kombat*'s fatalities, because they actually take place in the game, rather than afterwards. Where *MK2*'s fatalities were just an ending animation, the super moves are a number of attacks strung together as a combination. But the controls are still simple; usually just a special move repeated, followed by hitting fire."

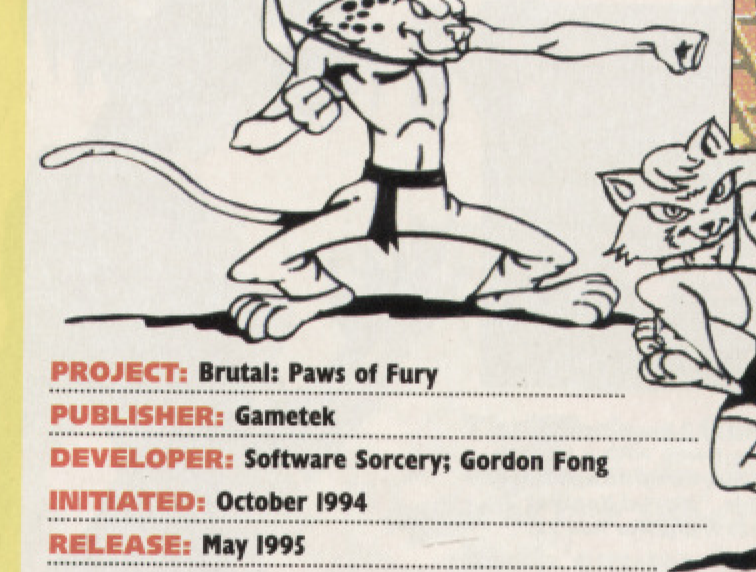
And this simplicity is compounded with the fact that you'll like as not be playing *X-Fighter* on a joypad, because... er, sadly, it's only likely to appear on the CD32.

My favourite special move is pictured here. Not quite sure what it's called, but I certainly know what it does — it inserts a large fist 'up' the other bloke. The fist is presumably some kind of inner self, revealing itself in a blaze of controlled energy; but then again, who cares? It looks damned good.

"I like *Street Fighter 2*, but we used to play it in the arcades a lot, and now we generally only play it on the SNES," reveals Kwok. "But the joypad doesn't lend itself to making the necessary moves. My friend's got it on the 3DO, but the joypad on that's even worse." So can the average CD32 owner hope for anything better? I think not.

While there's no reason why it can't run on an A1200, or even an A600, the sheer physical size of the game will prevent it from ever seeing the light of day on floppy. "There's no other way around it, I'm afraid," apologises Kwok, "because if it was on floppy, it would need at least 15 disks. At first I was thinking of doing it as a hard-drive only version game, but even if we crunch absolutely everything it would still need about eight disks. So it would end up costing too much to buy."

And that, friends, is a shame, because it's unusual to find a game which concentrates so heavily on playability, while still retaining a quirky look of its own. It's just like heading back to the early days of gaming, we reckon. Still, given that CD32 owners only have one really good beat-'em-up, *Shadow Fighter*, this might just make a good addition to their collection. Expect a full review next month.



RABBIT

Matt Broughton is a bit of an animal lover. It comes, then, as some surprise to find that he spent all last night beating up rabbits, foxes, rats and bears. Of course, it was all a dream. Or was it perhaps Gametek's new beat-'em-up? Hmm.

PROJECT: Brutal: Paws of Fury
PUBLISHER: Gametek
DEVELOPER: Software Sorcery; Gordon Fong
INITIATED: October 1994
RELEASE: May 1995

As far as beat-'em-ups go, we've come to expect the expected. There's always something similar to a fireball 'in there', along with a girl gifted with large 'top things' and super-developed thighs, some sort of alien or animal character, and more special moves than you can waggle a joystick back- towards-back-away-down-towards-fire... er, at. This could all change though, thanks to *Frontier*-financed Gametek Ltd. Plc & Co.

Brutal: Paws of Fury has already done the rounds on the consoles, and is about to park its bike in your back passage, complete with cartoon animations, stretchy faces, and less blood than a sawdust convention. (Matt, you goon, this is obviously because of the new BBFC Code, which frowns on blood and human violence etc — Haz & Andy.).

There are lions who fight with guitars, rats that charge at you with high velocity, and even rabbits that knock you about with their huge hind-quarters. It's a silly game, and it's almost finished its journey from Console City to the Amiga-hamlet.

The man in charge of the conversion is Software Sorcery's Gordon Fong, a man with a mixed history. There's *Chaos Engine* on the SNES for him to be proud of, but representing the Dark Side of The Force we remember the original Amiga *Street Fighter 2*. Still, that was a long time ago, and you don't exist in this market for 10 years without having a poo now and then. (Matt, get on with it, and ask him about the BBFC Code — Harry.).

So, I ask Gordo (mates you see) what did you receive to start the conversion with?

"I did actually have the Mega Drive code and graphics code, simply because I'm doing a basic conversion rather than rewriting the code. Having the graphics has been useful, but to be honest the Mega Drive programmer has been more helpful than the code itself, simply because it's allowed for a lot of liaison between the two of us. With any basic problems or enquiries into how something should work, I just go to him rather than spending hours going through the code."

(Now would be a good time to ask about the BBFC, pal. — Harry.). And how different/difficult is it working on a conversion rather than something original from scratch, then? (Doh! — Haz.)

"It's not all that difficult, you just have less leeway and more restrictions on what you can and can't do. You have to produce a game that looks similar to the one you're looking at. The instructions on this are quite strict, 'it's to be a Mega Drive conversion. It has to be as close to the console version as it can be', and I believe it is. As a copy of the Mega Drive game, the product's 99 percent identical."

The Dali Llama is chief git in *Brutal*, with more special moves up his sleeve than someone with enormous sleeves. And lots of special moves. Up them. Anyway... you'll need to have progressed through all of the various belts, learning all of your character's specials and katas if you want to stand a chance against this particular bugger.



Meet the gang, 'cause the er... animals are here, the animals to entertain you! There are actually two missing here, but from left to right this lot are: Ivan Bear (Soviet Military), Kendo Coyote (Kenjitsu), Kung Fu Bunny (Relaxed Paw), Prince Leon The Lion (Tan Ku — The Iron Rage), Foxy Roxy (Penjat Silat), Tai Cheetah (Tai Chi Chuan), The Dali Llama (a right git), and Rhei Rat (Thai Boxing).

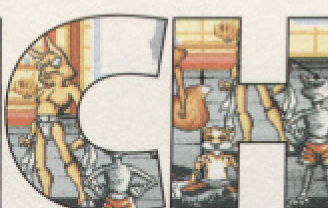
HA-DO-KEN!

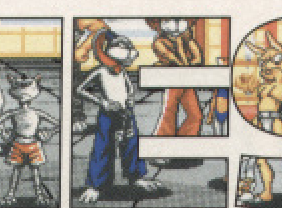
Whenever considering a WiP that's a console conversion, we've become accustomed to being told just how much stuff they've had to drop because of the paltry Amiga's memory. Not so here, and in fact Gordon has actually managed to fit more into the Amiga version than the Mega Drive! In addition to the standard eight characters within the game, the two extra characters that appeared in the Mega Drive CD version — Pantha and Croc — have been included. Gordon puts this down to being able to load in from disk rather than needing it in cartridge memory. But surely this just adds to the disk accessing problems, no?

"Well, it'll only need two floppy disks because I've got some superduper packing techniques." Do tell, do tell...

"It seems that the general problem caused by BEUs on the

PUNCHES!





Amiga is the sheer bulk of animations for the various characters, but there are some very new techniques that have been used to pack it all down and expand it again. To give you some idea, each character takes up 250K, but on the disk they can take up to as little as 50K."

The speed of retrieval and unpacking has also been vastly improved, using a technique not unlike the one employed by Probe for the Amiga's *Mortal Kombat 2*. Basically, the data is packed, but the mirrored characters aren't held on disk. Once the data for, say, Kung Fu Bunny is then looking right, has been loaded, all the frames for all the left-facing characters can then be created within the program. (Go on, Matt, ask him about it. I bet he denies it. — Harry.) So, size not been a problem then? Gordon says 'No, there's no problem there.'...

> **"It has to be as close to the console version as it can be, and I believe it is." Gordon Fong, Brutal's coder**

"No, no problem there." See, told you. "The biggest problem has probably been the graphics conversion; to actually get the graphics from the Mega Drive over to an Amiga so that they look good. The reason for this is that each character on the Mega Drive has its own 16 colour palette. Obviously you can't necessarily do that easily on the Amiga without losing a lot of the colours, so what I've had to do is design a palette that would suit everybody as close as can be, and then change each character from the Mega Drive to suit the palette that I created. We don't actually lose any of the pixels, but the colours of the pixels may change. It's not a major problem, but there's a lot of it going on."

This has, in fact, taken up the largest proportion of Gordon's time, and with up to 128 frames per character, taking each of the ten characters and chopping them all up has been a bit of a git. (Matt, ask him about the sodding BBFC, you arse! — Haz).

SHO-RYU-KEN!

Like most conversion from the Smegma Drive to the Amiga, a major problem is how to take the control system from the three-button joypad down to a single-button joystick. Gordon explains how he avoided it.

"The control system is a brand new one and, as far as I'm aware, hasn't been used before in a game. Basically, on the Mega Drive you've got three values that you can hit a person with; weak, medium and hard. This is controlled with three different buttons, which is obviously a problem on the Amiga. What we've done is make it so that the strength of the punch is determined by how long you hold the single button down: tap it you'll do fast but weak punches; hold it down and, though you'll be vulnerable to attack, you'll have a strong punch ready. The move doesn't actually occur until you release the fire button."

The obvious follow-up question to this is: (Go on my son! — Haz.) 'how do you choose between punches and kicks?' (I give up. You are a crap journalist, Matt and that's official. — Andy, Harry and everyone else at Emap.) but, again, Gordon has implemented a simple way around the prob: there's no toggle as such, but push forward when you fire to punch, and pull backwards to kick. Simplicity itself. But then, what about all of the special moves? I've only played *Brutal* on my SNES, (thou dost belie him Percy, thou dost belie him! — Haz.) but all the moves involved holding down about three buttons at once. So how do you explain that, eh, Gordon? Eh? Eh?

"Well, we've got a similar method to the SNES version, but with more combinations of joystick movements and the fire button. There was a lot of discussion between myself and Gametek at the beginning to find out the best way convert the controls — and I think we've got it right."

As far as completing the Amiga version, there's actually not very much to do. The sound and intros have yet to be finished, but all of the fight sequences and characters are done and dusted. "We've even added extra bits that weren't on the Mega Drive (with the blessing of Gametek)." adds Gordon, "People will just have to find out for themselves what they are. Let's just say that there are tons of 'humorous animations' in there." A-ha ha ha.

KEN-BAH-LO!

There will be a CD32 version following the release of the standard game, and though Gordon doesn't know exactly what changes will be made, there are definite plans to do, er... something. So what does Gordon think is the bestest thing about *Brutal*?

"Probably a combination of the way the code is done and the graphics. Nice characters with lots of animations, all of the backgrounds (so it's 10 characters on 10 backgrounds) with up to 64 colours on screen at 50 frames per second. I'm really quite pleased with the way it's gone."

Roxy Foxy is the Chun Li of the game, a'bouncing and a'bounding all over the place at high speed. As well as telling you that Tai Cheetah (oh, my aching sides — Harry.) is currently performing a Fire Kick, I'd like to point out that the background is very nice. And animating. And stuff.

"To know fear is courage." This is Kung Fu Bunny's particular saying, although with a double flash kick currently on the go, it's a bit hard to understand why he should feel any fear right now. Kendo Coyote is actually performing something called a 'Taunt' which doesn't appear to have any other purpose other than to psyche-out your opponent. Weird.

Well I said that the special moves were a tad unusual, and I wasn't kidding! Here we see Prince Leon using his 'Power Chord'. This (as you might have guessed) involves playing his guitar loud enough to send the opponent flying across the screen. Hmm, seems familiar. Has anybody seen my band? (No Matt. You haven't got one any more, you sad, sad git. — Harry.)



ROOOOAAAAARRRRRR! Ha ha! Ha! So, not only does Prince Leon have an enormous gob, but here he's managed to insert a broom stick up Tai Cheetah's trousers, ha, ha! Thus rendering him completely and utterly harmless. Incidentally, actuality fans, all that was a lie, and I'm filling a bit of last-minute space with gibberish. I thank you.

CHAOS SE

PART 5

PROJECT: Chaos Engine 2
PUBLISHER: Renegade
DEVELOPER: The Bitmap Brothers: far too many to mention...
INITIATED: April 1993
RELEASE: September 1995

And now, the end is near... and we're at last approaching the completion of the Bitmap Brothers' meisterwerk. The engine, forgive the pun, for Chaos 2 is now complete, and the boys are currently adding finishing touches — like the level designs! Andy Nuttall pops in and asks them "how's it going?"



Left: Simon Knight, chief designer on *Chaos 2*, last seen on a small balcony high above the Thames. Does he, or doesn't he? Use Daz, that is.

Simon Knight's a busy man. Having overseen the bulk of the programming and design for *Chaos Engine 2*, there's still a lot to do, and the deadline's looming. Actually, as it happens there's been an extension, which means that you'll have to wait until September before getting your hands on the game.

No, wait — before you start sobbing, there is a good reason for this. Er, they haven't finished it yet. No, really.

"Basically, as last month, we're just adding levels, really," says Simon Bitmap, trying — and failing — to come up with something new and exciting which has happened in the last month. "Erm, having done basically the prototype of the demo that *The One*'s going to get, which we recently showed at the ECTS show in London, and having made that work with all the front end 'Renegade presents', and all that kind of stuff; we're now at the stage of building up the game. We're expanding that demo so that it contains the whole of the first world."

Ah yes, ECTS. This is the first 'public' outing the game has had, and, by all accounts, it was very well received: "We've been very encouraged by the reception it got at ECTS, from people who haven't seen it before," he enthuses. "even if, I'm bored with it, because I've played it so many times before! We're still having fun with it, because it's two player, but we're also quite glad to be moving on to new ground and doing new levels."



Los Bitmaps... looking surprisingly glum, given the fact that they've seen the last of Andy Nuttall

Alongside Simon, the other Bros. are beavering away on 'parts' of the game: "Steve [Cargill]'s working on the A5/600 version of the game, making it work on both machines. He's cranking through it, I have to say; he only started at the end of last and it's already running, at a reasonable speed. The only problem, of course, is that we have to get new graphics for it."

The snag is that Dan Malone, the main graphic artist, is a stickler for detail — and he will insist on redrawing all of the graphics using fewer colours for the A500. "We're doing the whole game in 16 colours on the A500, because we'd have lots of problems with speed in 32 colours," Simon says. "We'll invariably end up doing some trickery with the status panel, getting some more colours out of it that way.

The size of the two sets of graphics means that two different versions of the game will be necessary; whereas before they were trying to make the game detect which machine it was running on, and adjust itself accordingly.

"It's all a question of size, really, because the more disks it goes on, the more inconvenient it is for the user, and the more it costs for us to produce. At the moment it all goes into memory at once [hence an 8Mb machine], so you

SERA SERA



Maule...

CHRIS MAULE

Chris Maule's the latest addition to the Bitmaps' team. He's a musician, previously working as a 'traditional' songwriter, who fell into the games industry by a chance meeting with Eric Matthews on holiday. Since then, he's completed the music for *Speedball 2 CD32*, and worked on tunes for *Flight of the Amazon Queen* and the Bitmaps' next PC game, *Z*.

Perhaps unexpectedly, the transition between songwriting and game musicking has been fairly smooth. "I'm overcoming that problem as we speak," he laughs. "Since I started with the Bitmaps last July, and also for the previous year before that when I was doing freelance for other games, I had to start thinking less in a songwriter mode, and more in an 'unobtrusive, random, but at the same time not too boring riffs' mode. Which will hopefully give the player a fighting chance of doing what he wants to do, but without the music blasting in his face." Sounds reasonable.

"It's been quite difficult to get out of the 'eight bars, verse, eight bars, middle-eight' type of stuff, and that way of thinking; but I've been doing nothing but that for 18 months, and I think I would actually find it harder to go back now!" he grins. "Over time I think you just get used to the way it works."

When he started on the project, Chris was given an overview of the game by the other Bitmaps, which describes the content of the game — and he then uses that to get a feel for the type of music necessary. "I've been looking into the music for *Chaos 2*, and I've got quite a few ideas up and running. When I have a better idea which area of the game those ideas will be best suited to, I'll then amend them to the theme.

Some of the levels dictate a... er, thematic style, you see; the Japanese level will have some kind of oriental pentatonic arrangement — unless it comes out really corny, of course! The Future level has loads of zaps, blips and bleeps, that sort of thing; but once I've got a central theme established I can then concentrate on the variations."

With game music such as that in *The Chaos Engine* to aspire to, it's difficult for a different musician to do the sequel in a similar style, for fear of treading on the toes of the original composer. "I listened to it, of course" admits Chris. "I thought what he did for *Chaos* was absolutely brilliant, but I wouldn't want to approach it for fear of being compared. I've run through the game as far as my skills allow me, to find out how the music fits in with the action, and I've also listened to the music separately, partly to check on length... and, er, other similarly boring professional details!"

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just get a black screen for a while, and then it runs blindingly quickly. But once you start putting it onto floppy, setting up loading messages, and making sure the music plays as it loads, then you start hitting problems. It's the type of thing that programmers tell you is trivial, and will take five minutes — but five days later you still don't have it!"

Meanwhile, Steve Kelly's working not only with Simon on the map designs and programming, but he's also currently putting in the first end-of-level monster. "He's doing the Future one first, which also happens to be the simplest; basically a robot that's about five or six times the size of the characters, who wanders around shooting big bullets at you. As you get deeper into the game, the end-of-level baddies will have special moves; the one on the Medieval world thumps the floor and the whole screen shakes!" Wow!

"Once all that's done, it's then a question of getting it to play properly — one of those things we take years over!" he laughs.

And there we leave 'em. Knuckling down, churning out map after map, adding the character and background designs, and generally toying with new ideas. We'll be bringing you a review — and exclusive coverdisk, all going well — for the September issue. And, of course, there'll be the sillier entries for our -weapon competition next month. Don't miss it! 'Til then, er, then.

YUMMY!

Identify our Pizza and win er... some free Pizza! Plus a copy of Pizza Tycoon, and it's all thanks to generous Lord MicroProse

I the, underpaid, hereby swear a solemn oath, before these assembled witlesses, not to use the amusing pun or play on words 'Pizza The Action' in, on, during or immediately after the ritual enscriptlement of *The One*'s unbelievably exciting 'Win Some Pizza' competition, on pain of *Akira*... blah, blah, Llangollen etc.

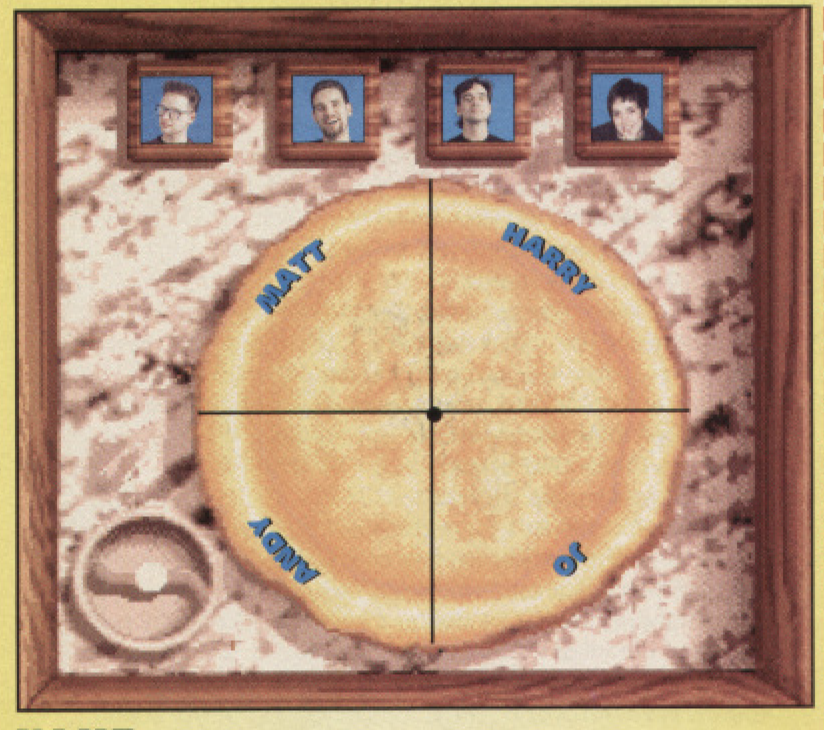
Hang on, Andy, I'm not signing that! What in the blackberry jam-making kitchen of hell are you trying to do? As featured editor, I demand complete freedom of expression. Facist!

I stick out my tongue. Nyaaah. I place my thumbs in my ears and swivel my fingers derisively

Now then. Do you like Pizzas? Do you like them even more when somebody else is buying? Excellent! Then you'll love this competition. Come on, it's not hard, a tinned mandarin segment could do it.

Right all you have to do is identify which ingredients listed below were chosen by the mad-cap, custard-pie throwing gang of crazies at *The One*, and concoct our perfect pizza. Simply match the ingredients with the personality, then write your selection on the correct personalised segment of the blank pizza-base provided. For example, Andy is a bit Welsh, so his dream pizza topping might be something taffy. See? Or, hey, and I've only just thought of this, why not draw our Pizza and send it to us? Go, on, it's up to you. Two winners will get £25 worth of vouchers for free pizza at a well known high street Pizzeria plus a copy of MicroProse's brilliant *Pizza Tycoon and* a goody-bag, stuffed with T-shirts, mugs and I don't know what else! Five runners-up will get a £10 voucher for free Pizza plus a *Pizza Tycoon* Goody Bag. Send your entries to: Pizza The Action [Ha, Andy!] *The One*, Priory Court, 30-32 Farringdon Lane London EC1R 3AU. The closing date is 28th June 1995.





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DREAM TOPPINGS

- Green Chillies
- Volkswagen Polo
- Gordon Honeycomb
- Meat Madras
- Tweed Parfum
- Sausage
- Miranda Richardson
- Ethanol
- Clause 4
- Damselfly
- Anchovies
- Ifor The Engine
- York Minster
- Leeks

WIN SOME PIZZA

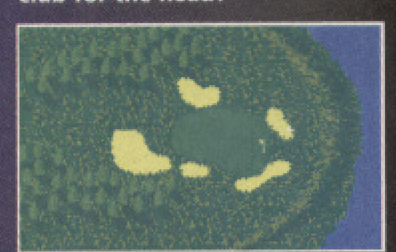

SAVE
££££££££££!
YES, COME ON, COUNT THEM, THAT'S £10!
YES, AN AMAZING £10 OFF! NOT £5, OR, YET £1, BUT AN AMAZING £10! OFF! THE GAME SUPER STREETFIGHTER 2.
REMEMBER! £10 OFF! SUPER STREETFIGHTER 2
BUT ONLY WHEN YOU PLAY OUR EXCLUSIVE! SS2 COVER DEMO, NEXT MONTH. BUY IT!
THE ONE

REVIEWS

We believe that a picture paints a thousand words. Well, big ones do anyway. Small ones paint far fewer, and many only fill the space of say, 50 or so. The One aims to strike a balance between big pictures and small pictures to keep the words down to minimum. Which means it's less boring for you. Hurrah!


Pizza Tycoon... absolutely topping game?


Ultimate Soccer Manager... a club for the head?


International Golf... supporting green piece?


Exile A1200... making reprise return from er, *Exile*

The 'Overall' score is not an average mark. It simply encapsulates the reviewer's total experience of the game. Man.

0-25% — Rubbish. Offensively low quality. Arse, even.

26-49% — Below average. Not acceptable by today's standards.



Above average. But still plenty of room for improvement.

61-70% — Fair to good. Lots of nice points, but in no way perfect.

70-80% — Pretty damn smart. Well above average.



Extremely good but just short of excellent. Well done.



Excellent! Magnificent in every way. Go and buy it. Now.



ANDY NUTTALL
Arse, though. It's a 'term' we at *The One* use a lot — but what does it actually mean? Andy says that in a gameular sense if 'arse' isn't *Akira*, it's definitely *International Rugby Challenge*. "Otherwise," warbled the increasingly pot-bellied taffing-stove, "it's a big fleshy, squashy thing for sitting on and doing a poo, er, through." Aha-ha-ha. Speak for yourself fatso, mine's quite pert.



MATT BROUGHTON
The Matterhorn reckons that "quintessentially" (marvel, readers, as big word exits wee brain), 'arse' is *Football Glory* and indeed, *Empire Soccer*, not to mention *Rackney's Island*. The semi-barbered simian also cites The Arsenal as something he holds close to his 'arse', while Council Tax and 'electricity meters with keys' also feature at the bottom of his pile. As do piles. And Uranus.



HARRY ATTRILL
Hmm... *Ants*? Peas? I don't know much about 'arse', but I can define a 'bummer' for you. A 'bummer' moves the 'coastline' of Britain 20 miles in-land so that raw effluent from the City of Hull can 'legally' be dumped in the Humber Estuary because it is now classified as 'sea', thus saving £50 million on the cost of a sewerage plant. Or is that a Gummer? That 'arse' enough for you?



JO WINSLOW
Graphically speaking, Jo (whom m'lud will, I'm sure, notice is a girl), points the 'arse-finger' at "all football games". Anything else, Jo? You don't like any food much do you? Is food 'arse?' "Shut yer face!" she snapped. "Just say 'hello' to my Dad, who will probably be reading this in the newsagent without buying the magazine." Okay. 'Hello', and thanks a lot mate.



PIZZA TYCOON

Matt Broughton once killed a large proportion of Upminster's pizza buying community by getting the measurements wrong for a chilli pizza mix. Who better then, to unleash his culinary skills upon MicroProse's latest?

As a fruitsome teenager I was extremely poor. Not an uncommon situation I'm sure, and certainly not the first one to have been resolved by getting a part-time job. So, with this in mind, myself and my then-girlf plodded off to the sprawling metropolis that is Upminster, in search of a curious creature known simply as a 'job'.

Girlfy drew the short straw and ended up working out in the cold from 6am to 6pm at a greengrocers, while I, 'Lucky Jack Luck', secured some gainful evening employment in the Kebab and Pizza Palace.

Each night after school I'd cycle to work, stay nice and warm in front of the kebab grill, stuff myself full of weird pizzas, become very fat indeed, and then get paid for it. I prayed those days would never end. But, alas and alack they did...

Apart from the odd bit of home cooking (and I mean odd) I've had to say goodbye to my pizza making days — that is, until now. Yep, thanks to MicroProse's latest release, now anyone can enjoy the delights of not only making pizzas, but running a restaurant, sabotaging competitors establishments, and even contacting the local Mafia for a bit of extra dosh.

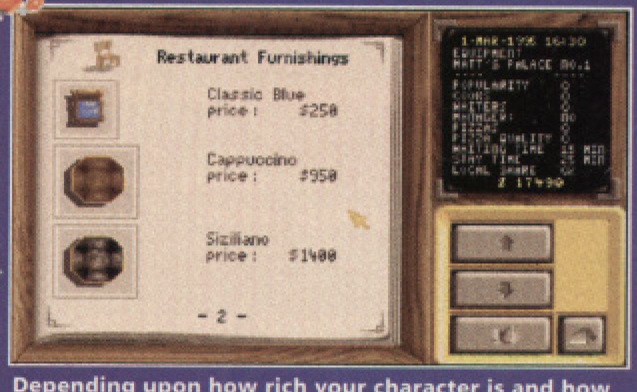
You can play the game as either a completely free affair, a 'quick start' with a halfway-decent restaurant all ready to go, or as a mission. With normal games, you create a C.V. as you go, showing all of your achievements, whereas the mission game sets a C.V. for you to match. This might involve winning a certain award in culinary circles, achieving a specific status in the underworld, or just attaining a set level of wealth.

Along the way you can refer to an extensive range of statistics and market research findings to check out exactly why people come to your restaurants, what sort of pizzas they enjoy, and even what they think about your decor. Staff have to be hired and fired, and improvements can be made along the way. If you want to attract old crusties you'll need boring wallpaper and plain pizzas. If you want young people, get yourself some spangly floor tiles and a pinball machine.

Unless you're lucky enough to find a cheap, busy location, you'll need to let people know that your restaurant exists — so how about a bit of advertising? If you're a bit short of cash you can take out simple newspaper ads, posters, or flyers, but to pull in the big spenders you'll need a decent TV campaign. There are a whole host of directions just itching to take your money away, so sit back and take your pick!



Though good furnishings use up a fair amount of dosh, it is worth taking the time to make your restaurant look nice because not everybody wants to eat in a place that looks like one of Harry's shirts. Apart from the obvious plants and candles, you can invest in cable TV and even arcade machines to keep the punters happy.



Depending upon how rich your character is and how you feel about loans, you'll have to decide between cheap and cheerful, or posh and toffee-like. Obviously, you have to take into consideration the area you're in, so a region filled with discos and bars is less likely to care about appearance than a crusty business block.

Though I've hardly shown you any of the statistical data available in *Pizza Tycoon*, this is one of the more helpful screens, as it gives you an idea of the sort of pizza your populous will be looking for. The area my current restaurant is in has a large number of office workers, and this graph shows me that they're really into salty, hot, spicy creations. Fairly obviously, there's no point having a menu full of pineapple and strawberry pizza in this area. Unless you're bloody stupid that is.



Before you can open any restaurants you need to staff it with both a chef and a waiter. This is a simple affair and involves paging through the various folk on offer, comparing their skills to the amount of money they expect. This particular chef is pretty good because he is fairly cheap, but has a high cooking skill. One down side is his low management skill but, again, this isn't too important because I'll probably get an overall manager anyway.

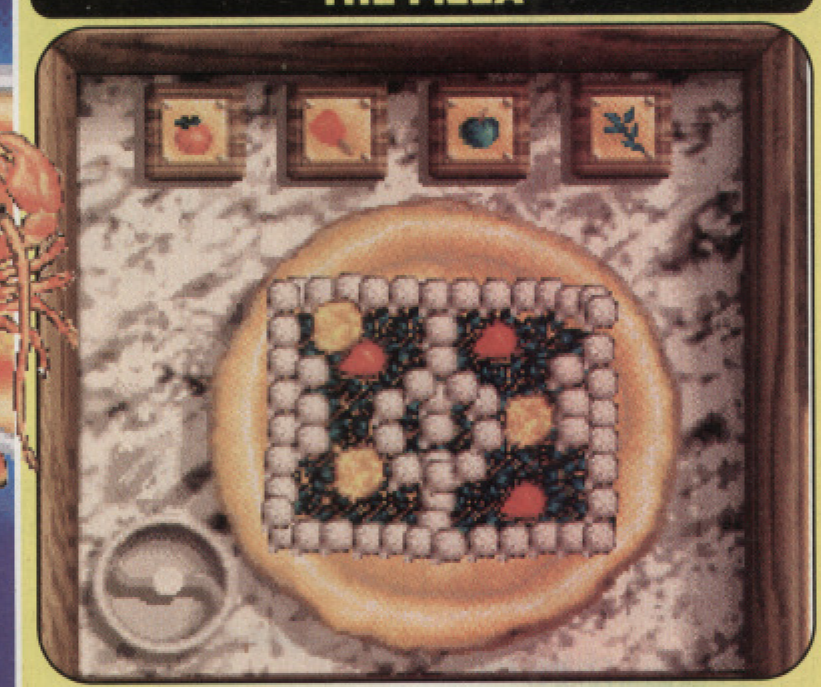


Like the 'The Little People' in *Theme Park*, the punters will gladly tell you whether your place looks like a toilet or a railway station, and moan about the quality of your pizzas. In case you're wondering, 'Old Mr Salty' is one of Attrill's special creations, featuring caviar, salt, anchovies, olives and just a sprinkle of salt. Blerg!

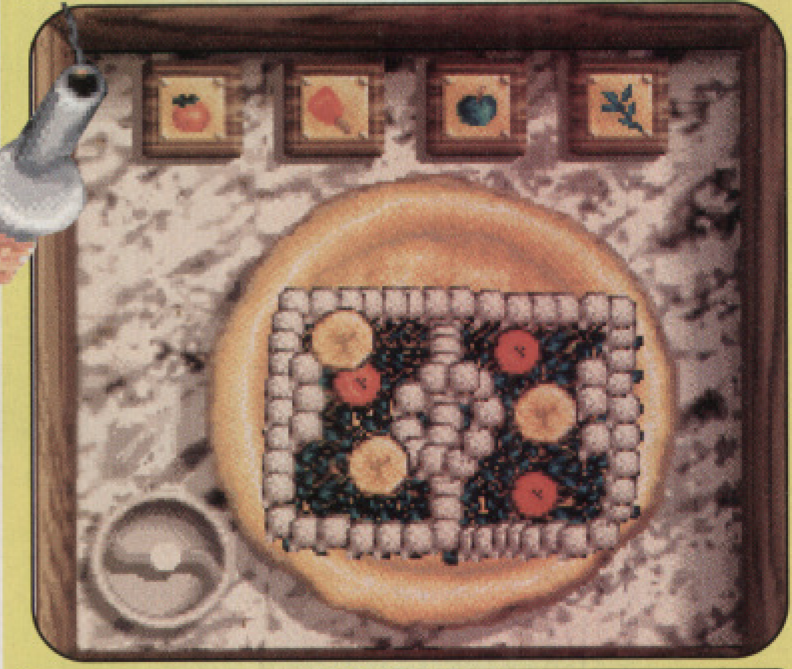
NICE TO SEE YOU...

Yes, hello and welcome to The Generation Game. It's time to challenge another restaurant to a pizza competition, so sit back and watch as the computer draws the chosen pizza (keeping an eye on what ingredients are being used) and then see how quickly and accurately you can duplicate it. Marks are awarded for presentation, as well as correct use of stock. I wasn't too bad with the shape, but managed to use cherries rather than, er... what ever those little red things actually were (damn!).

THE PIZZA



MY EFFORT



MY SCORE





I MAKE FOR YOU A SPECIAL PIZZA!



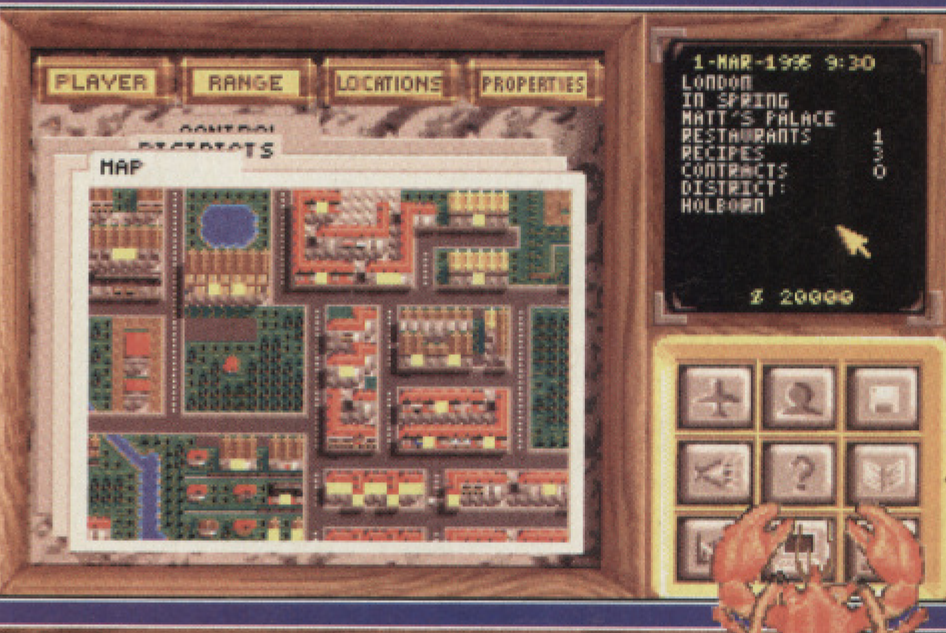
1 Okay, first things first. Grab yourself a nice fresh pizza base and prepare to go (quite literally) over the top with ingredients. There's no limit to the amount of ingredients at this point, so create whatever you fancy and worry about buying the actual stock later.



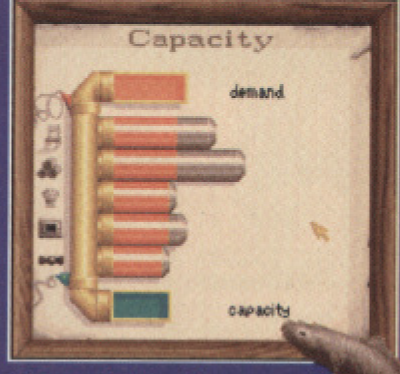
2 As my old pizza restaurant manager was keen to point out, "don't give 'em too much, cause it keeps the cost down." Hmm, a fine sentiment, but you're not gonna' get far without the essentials. Firstly, a nice even layer of fresh tomatoes, and then a light sprinkling of mozzarella. Yummy.



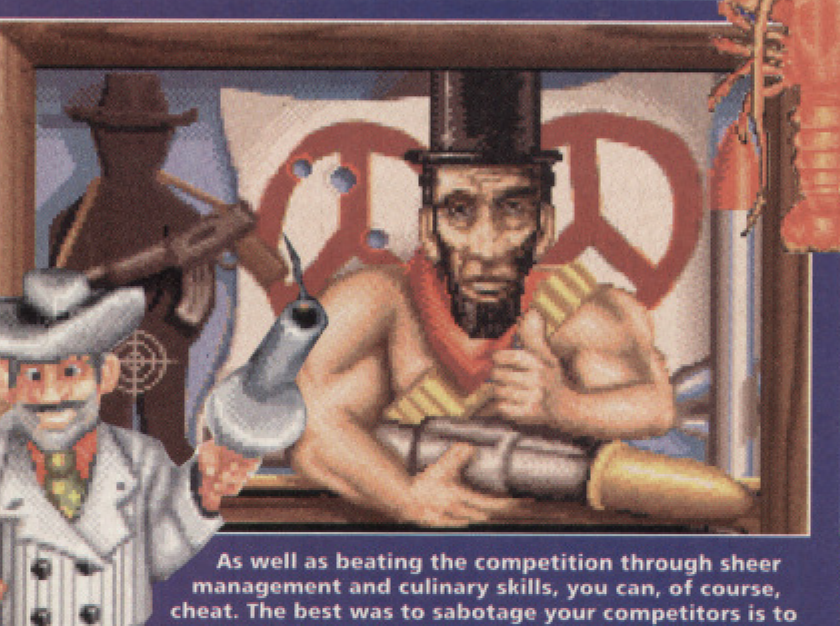
3 Now I happen to know (because I've done a fair bit of market research in this area) that it's mostly office workers in this area, and they're just gagging for something hot, salty, and spicy. So, let's give em a bit of beef, mince, and some sausage to get things going.



Left: There are about a million ways to view all of the information within *Pizza Tycoon*, and though I generally have no time for page after page of statistics, it really is of great use here. This particular map has three levels of zoom, and allows you to highlight and examine specific types of property. Here you can see all of the business properties in the area, although you could use it to check out the location of discos, pubs, competitors, properties for rent, and even collection points for Mafia jobs.



Above: Just another way of viewing how well your restaurant is coping with demand. Though I've got enough room and stock to keep things going, I really need another chef, a bigger oven, and a more skilled manager. Still, looks damn pretty on the page doesn't it!



As well as beating the competition through sheer management and culinary skills, you can, of course, cheat. The best was to sabotage your competitors is to pop into their restaurant and cunningly leave them a 'gift'. The list of goodies in the joke shop, (pictured above), features smelly cheese, rats and stink bombs. Great fun, I'm sure you'll agree!

As the day progresses you can refer to a flowchart to check the working cycle of your restaurant. The top box shows the amount of orders taken, the second box shows your ovens and how many pizzas they're cooking, while the last box shows the amount of dosh taken. Obviously, if you can't produce pizzas fast enough to supply the demand, you'll lose customers, and potential takings. The stats in the panel show info such as the waiting time in the restaurant, and the overall popularity.

4 The sausage was a bit too big to go straight on the pizza, but thanks to my Robo-chef™ in the bottom left, I've minced it up into bite-sized chunks. All that remains now is to sprinkle chopped chillies around the place, with a few whole bits to keep the temperature up. Ah, but what will the judges think?



5 5.) Hmm. Well, not too bad I guess, but it's important to score well here. Not only will you get recognised as a serious chef, but the perceived quality of the restaurant will increase accordingly. All I can do now is give it an amusing name, set a price for it, and wait for the punters to roll in!



Should you find normal trading a bit boring, you an spice things up by getting involved with the local Mafia. They're only a phone call away, and depending on your current status will offer you any number of tasks, ranging from simple courier duties to more involved restaurant attacks and money laundering. They're also handy for 'desperation loans' and information. Needless to say, you don't want to mess around with these boys or else they'll burn down your house.

THE VERDICT

Pizza Tycoon truly is a diamond in the rough. I know I have a reputation for being attracted to the weird, quirky releases, but I feel **PT** is both highly original, and damn good fun to play. It's one of those Sims like **Theme Park**, that lets you have a go at something you've always fancied. Harry was a bit disappointed that you were limited to pizzas, but renting property, furnishing the interior, hiring staff, and the general running of a restaurant is a fun thing to do. However, the developers have realised that this might not be enough to keep everyone satisfied, so the clever inclusion of the missions and Mafia connected gameplay fills another gap. There are lots of silly things that keep **PT** from just becoming a repetitive management game, and if you hire managers for your restaurants you don't have to keep worrying about ordering enough tomatoes once you get involved in challenges and espionage. The graphics are colourful and atmospheric throughout, and though the sound is simple but effective. Even with a four page review I've hardly scraped the surface of the game as far as statistical data goes, and this is where **PT** really excels. There's a plethora of information, all of which is (just for a change!) molto useful. Just to stop snogging the game for a moment, if I had to think of something to warn potential buyers about, it would probably be that, after a few days playing (told you. — Harry.). you can start to crave a bit of change. Of course, I'm assuming that anyone who would consider buying **PT** fancies the idea anyway. Other than that, I really can't fault the program as it appears to achieve what it sets out to do. I've enjoyed reviewing **Pizza Tycoon** immensely, and you can be sure it'll be on my hard drive for quite a while to come. Hurrah!

A500/600

Publisher: MicroProse
Developer: In-house

£29.99 Out Now

Hard Disk Installable

Mouse/Keyboard

Memory 1Mb | Disks 4

GRAPHICS 87%

SOUND 85%

PLAYABILITY 88%

LASTABILITY 86%

OVERALL 88%

A1200 **CD32** There is only one floppy version of *Pizza Tycoon*, but it will work on both machines without too much difference. This version will also hard disk install on both machines.



Matt Broughton likes a bit of soccer management, he does — but then our resident gibbon likes to squirt tomato sauce on his head and pretend to be a sausage, so we cannot be held responsible for any of what ensues.

If *Space Invaders* is the first game people think of when they look back to the early days of computer entertainment, then *Football Manager* by that hairy, beardy bloke must certainly be the second. Football management games have been plaguing game reviewers since the heady days of the lowly rubber-keyed Spectrum. It seems odd, then, that over a decade later they've changed so little.

Impressions' grandly-titled *Ultimate Soccer Manager*, in keeping with most examples of this genre, has statistics. Screens and screens of them, in fact, in which you can call up reports on your team, finances, ticket prices and sponsorship deals. If that weren't enough, you also need to hand-pick coaches to train your squad, and then decide exactly who gets the coaching. If a coach fails to pull his weight, you can always sack him, or make him a scout and give him a list of skills you want from prospective new players. And it doesn't finish there: further preparations for the big day include modifying your grounds and surrounding area from a *Theme Park*-style view, and fiddling the prices for programmes and souvenirs.

When the time comes for the big match, you get to watch it all unfold, complete with fast forward, pause and replay. In a slightly daring move, *USM* actually allows you to change tactics and formations right in the middle of a game — which is a distinctly good feature, except that it means you need to sit through every game ever.

The transfer market is also available for you to dabble with, and it's here that the game begins to show its shadier side. Looking to be fairly topical, Impressions has implemented all sorts of dirty tricks for you to use and abuse on your way to the top. For starters, if the essential new talent you need is reluctant to sign up, you can always put the pressure on him by offering his boss a hefty bribe to let him go. If you fancy your chances, you can place a whopping bet for your team to win, lose or draw, and then dabble about with their formation just to make it slightly more... certain.

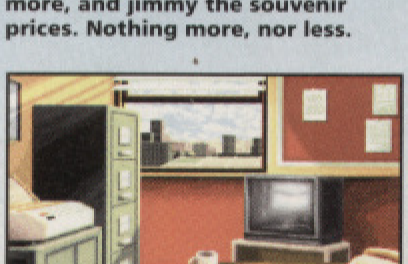
When all else fails, though, you can always approach the team you're next up to play and offer them a huge wad to throw the match... Just make sure you don't get caught!



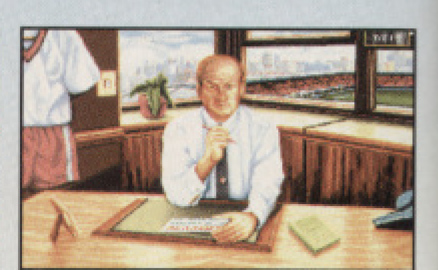
Here's my club in all its glory. Apart from acting as a pretty menu screen, the only things you can really do here are demolish buildings you don't want any more, and jimmy the souvenir prices. Nothing more, nor less.



The filing cabinet is a trainspotter's paradise, with more stats than you can shake a... um, shaky thing at. This is, as it looks, a generic status screen, but it is possible to delve much deeper in than this...



This is the plush manager's office complete with a TV, which picks up teletext, and a hotline to the bookies. There's a fax, but the chairman's a bit technophobic, because instead of using the old phone /fax he insists on pinning cryptic messages to your notice board.



Visiting the slaphead chairman enables you to grossly inflate the gate prices and steal free tickets for the schoolkids. In addition, you can sell space on the advertising boards in your grounds and haggle with sponsors. And, if you're really bored, you could always make him waggle his pencil. Great, eh?



Finally, a match. Viewed conveniently from a low-orbiting satellite, you get to watch your boys run around; and with the accelerate time option whacked up to x8 they move at silly speeds. This screen is actually quite useful as you can edit your tactics and instructions for each player while the match is in progress.

ULTIMATE SOCCER MANAGER

Having trounced the oppo, it's back to my cosy leather chair for a read of the local paper. Occasionally, after a particularly good/bad game, you get approached by the press for comment, picked from the predictable list of football cliches.

SPORTS NEWS — THUR 1 1995

TOTTENHAM HOTSPUR 5 BRISTOL CITY 0

A CONFIDENT DISPLAY BY TOTTENHAM HOTSPUR SENT BRISTOL CITY AWAY WITH THEIR TAILS BETWEEN THEIR LEGS.

TOTTENHAM HOTSPUR BARELY LOOKED TROUBLED AT THE BACK, ROMPING AWAY WITH THEIR 2ND CLEAN SHEET.

"I'M OVER THE MOON" SAID HAZARD WHEN ASKED ABOUT HIS GOAL.

EXIT

The single most pointless part of the game is selling ad space on your hoardings. It adds nothing, and it earns you peanuts. Luckily, however, you've got the option of letting the computer bore itself to tears doing it instead of you.

Circle: A visit to the bank gives you the low-down on your financial wheeler-dealering for either the week or the year. If you're strapped for cash you can arrange a loan or if it's rolling in you can boost your profits by dumping some of your wad in a high interest account.

Right: A large range of products are sold by the shops and stalls which surround your club, which they sell without any input from you. However, exactly how much they charge for their trinkets *is* under your control. Without a customer satisfaction type rating a la *Theme Park*, though, all it falls down to is profit or loss... yawnsville, Tennessee.



To keep your squad in tippy-tip-top condition, the training screen allows you to assign the attentions of your coaches to the players that need it the most. Clicking on "AST" prompts your assistant to recommend a suitable training programme.

THE VERDICT

Ultimate Soccer Manager is up against some stiff competition. **On The Ball** proved it's possible to create a footy management game focused on entertainment rather than stats, an innovation which the producers of **USM** have ignored. Though there's nothing wrong with **USM**, it's desperately lacking atmosphere while spending the necessary time tinkering with your players and scoping the transfer market is just plain boring. Options such as handling club sponsorship and advertising add nothing to an already overly-complex game, and even the most die-hard of Don Howe-alikes will soon switch it off. The isometric view of the grounds is pretty, but pointless, as it's little more than a main menu screen. To its credit, **USM**'s user interface is very slick. A right-click on the mouse brings up an icon panel that'll take you to all the important screens in the game, which is why the main menu is fairly redundant. Shame, then, that when you get to most of them you have pages of statistics to wade through. Other trickery includes a working teletext TV in your office which offers you more stats, and a hefty filing cabinet containing four drawers full of... stats. The corrupt side of the game, which at first glance seems to hold promise, is shallow and banal. No matter how much money you wave at them, rival clubs never seem to want to throw a game, and offering rival managers "bungs" to let their stars go is also a hit-and-miss affair. **Theme Park** and **The Settlers** showed how you can take a dull subject like business management or economics and produce a winning game. If **OTB** offers a break from the norm, and **Premier Manager 3** takes the statistics cup and polishes it until it gleams, **USM** merely proves how dull it can be when you get it wrong.

A1200

Publisher: Daze
Developer: Impressions

£29.99 May

Hard Disk Installable

Mouse

Memory 2Mb — Disks 2

GRAPHICS 79%

SOUND 46%

PLAYABILITY 63%

LASTABILITY 80%

OVERALL 69%

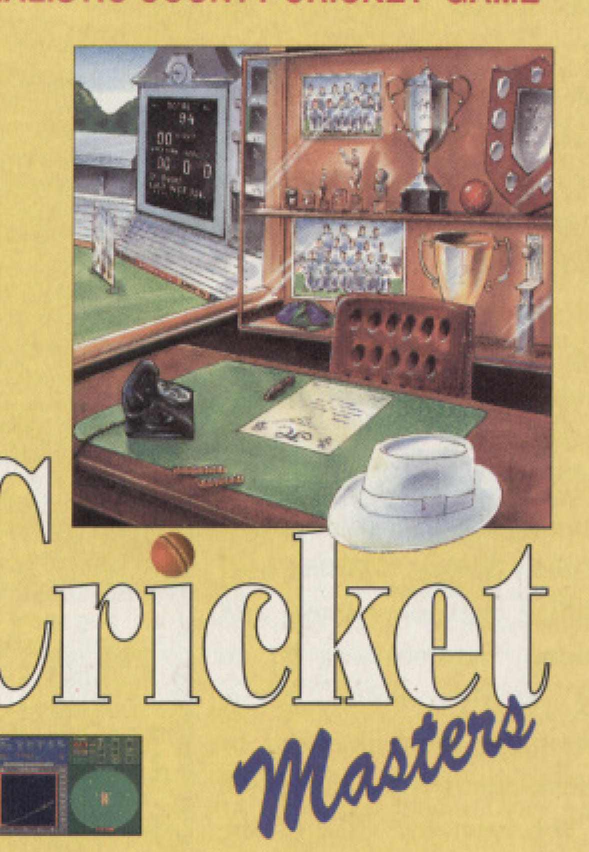
CD32 / **A5/600**

The A500/600 version will be appearing soon, featuring everything from the A1200 apart from all the colours. There are no plans to produce a CD32 version, but er... there you go. Funny old world eh? Still, never mind, nice weather etc.

ESP Sports Management

TACTICAL SIMULATIONS

REALISTIC COUNTY CRICKET GAME

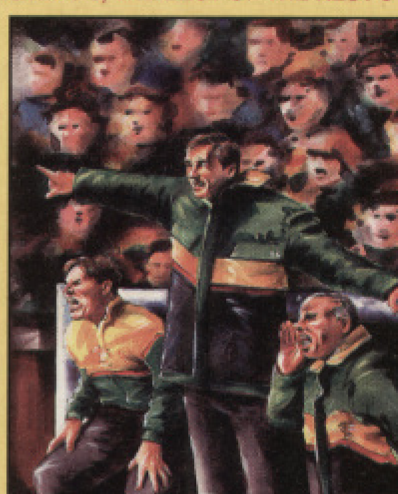


THEY THINK IT'S ALL OVER. IT IS NOW.
FOOTBALL MASTERS 5, THE BEST OF THE REST 3



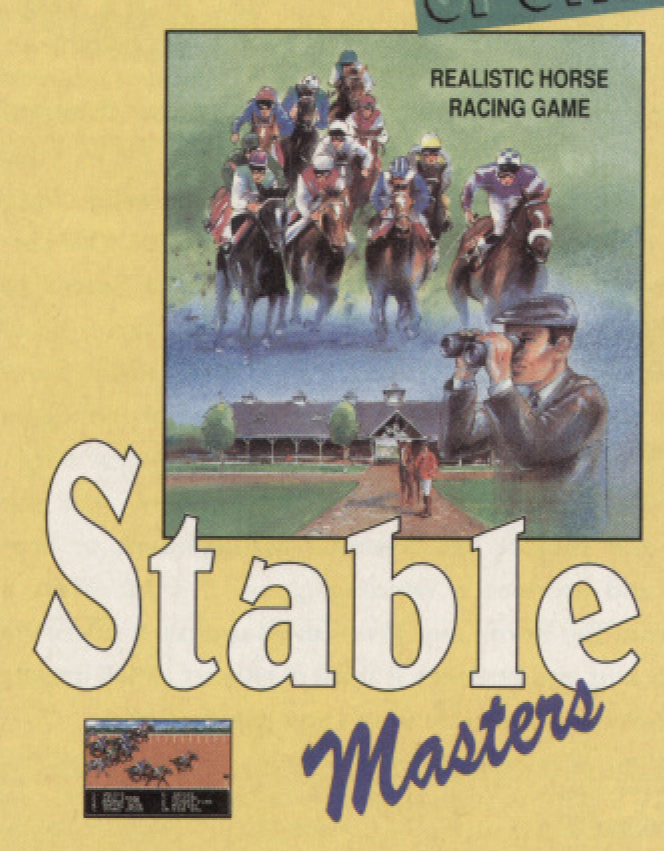
On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available in the world today.

In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, they've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following their numerous leads in this field. ESP



Football Masters

CAN YOU MANAGE SPORTING Masters?



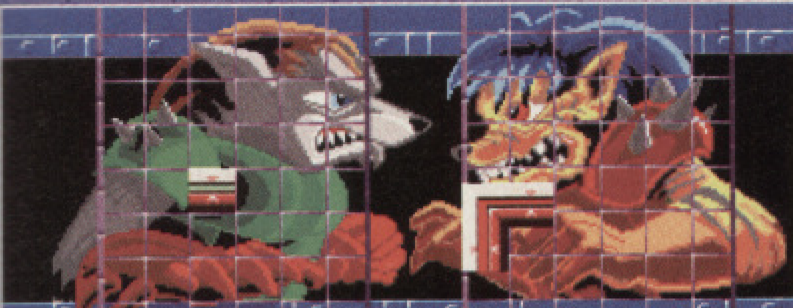


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ESP Software. PO Box 557, Southend-on-Sea, Essex, SS1 2NB. England.
TELEPHONE (01702) 600557 FACSIMILE (01702) 613747



SUPERLOOPZ



The best thing about *Super Loopz* is the head-to head. You join us here as Andy's pants prepare to receive the first of many embarrassing yank-downs (in your dreams — Andy.).

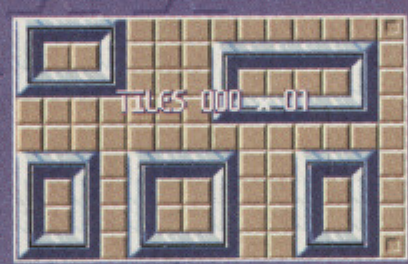
Harry Attrill likes a good puzzle. His favourite one featured the key members of Spectrum, standing on the bridge at cloudbase. Irritatingly, a bit of Lt. Green's foot was missing.

You know how when you watch *The Crystal Maze*, or *The Krypton Factor*, the puzzles all look easy? And, after about five minutes it's abundantly plain that all contestants are hopeless Hettys, and given the chance, you could do much better, but of course you would never lower yourself to take part? Well, if that's what you think, well done to you. Pseudo-intellectual exercises of any kind, particularly those which bolster the idea that intelligence can be measured or quantified by something as manifestly ill-conceived and monochromatic as an IQ Test, are sinful and dotty. These tests were developed exclusively to keep social scientists, educational psychologists and the babble of other sundry quasi-academic parasites hip-high in the State of Gravy to which they have unfortunately become acclimatised. Those adults who are persuaded to take them are most likely lonely and gullible misfits, while those who perform these childish mental gymnastics for public consumption on the goggle-box need to be lined up against a wall and have *Beowulf* read to them in the original Anglo-Saxon.

I know two 'normal' chaps who joined Mensa because they were desperate to meet 'intelligent' girls. Needless to say, their quests proved vain, as the totty they encountered, far from being 'cute but clever' had all been forced to undergo a personality bypass operation before joining up. I expect though, that they were brilliant at moving stupid shapes about and recognising the saucy hidden relationships between seemingly random series of numbers. Yawn.

You may have sussed by now that I am completely crap at the sort of thing that is *Super Loopz*, and that I loathe and detest those who demonstrate any sort of mental dexterity in the 'fitting blocks together quickly while the sands of time squitter out', stakes. And yet I, who always lose on the *Crystal Maze* machine in the pub next door, did both love and cherish *Zonked!* and *Clockwiser*. I guess I'm just a great big contrary old Hector.

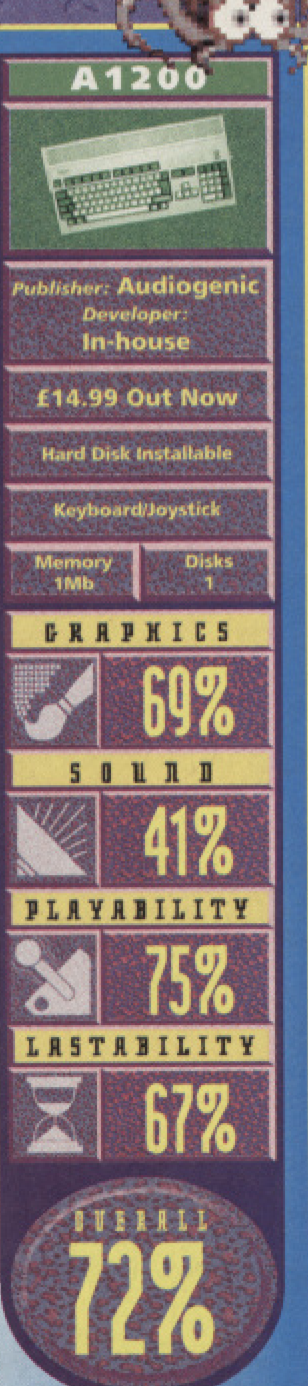
By level 28, you have 1.9 seconds to lay each bit. A time-limit which a duffer like me finds impossible. Note, the completed square er, 'loopz', glowing at top left.



Some nice 'loopz' completed by me on a bonus level. If I have a tip, it's to keep to small unambitious 'loopzs', like these, until you get the hang of things.

THE VERDICT

Super Loopz is about plonking blockz on a grid. The object of the exercise is to close a 'loopz'. Succeed and you get pointz and your grid is cleared. If you manage to use all the shapez the computer gives you, you get a bonuz game, which features a subtle variation on the basic idea. Each time you fail to fit a shape on the grid you looze a life. Loze enough lives and the game is over. In 'Standard', rather than 'Arcade' mode, the polarity is reversed — a completed 'loopz' appears and bitz are removed by the computer. It then gives them back to you randomly and you've to remember where they go. In both cases, the more levels you complete, the more complicated the shapes become and the less time you have to place them So far then, so groovy... but also, so samey. Ah, but there's more. Perhaps realising that the game is a bit repetitive, the programmers have added a number of exciting two-player tweakz on a theme. My fave is the head-to-head. In this sort of combat the quality of mercy is not only strained, it is completely creamed. Beating Andy at Loopz was like, well, beating Andy with a nice big ztick. What else? The graphics are pleasant and the sound decidedly unpleasant. The music is uncannily like the rubbish Zonked! soundtrack — both would work nicely as opening bars to the Israeli entry to the Eurovision Song Contest. As a puzzler, Super Loopz succeeds or fails on something I've just invented, called Puzzleability. As a one-player game it will pall sooner or later, but as a two-player job it gets extra markz for gameplay and longevity.



CD32
A5/600

Er... AGA only oddly enough. Fans of the earlier A500 game Loopz, will notice the difference, but not, sadly, if they've still got an A500. A CD32 version is to be ruled in at £14.99, as well.



RUFFIAN

We like to think that we're man enough to admit when we're wrong, and by jingo were we wrong with this cheap platform game! Matt Broughton yields humbly before an actually quite bloody good game!

Ahh. Now this really does take me back to the days when games looked arse but were good, rather than the other way round (ahem — *Rise of the Robots* — cough! Excuse me.) Yes, those were the days my friends, we thought they'd never end, er... la la la la, la la la la la la. Those were the days my friends, some-thing some-thing some-thing, those were the days, oh yes, those were the days.

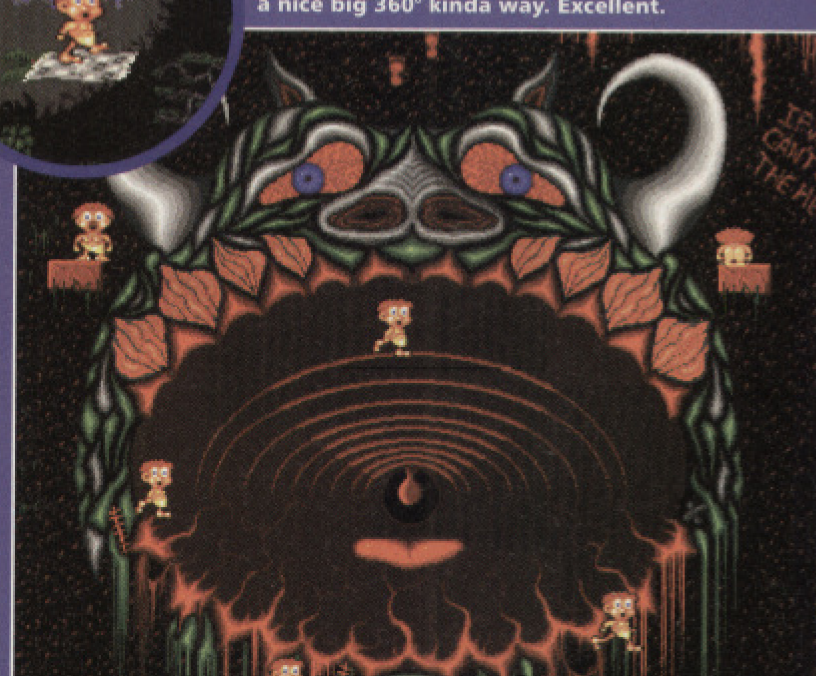
Now I'm sure many of you will have just read the previous paragraph and thought 'Hmm, not much plot then Matt? You'll just be wasting space talking crap at us. Again.' And the funny thing is, you'd be right. Of course, to you I say "poo", as it is my prerogative to do whatever I want in situations such as this, but you know you're in trouble when the 'plot' for the game only takes up five lines on the game's intro, and is so weak that it's not even mentioned in the instructions. But, anyway, here we go...

You, Ruffian, a 'jungle boy' (whatever that may be) have been sent into the jungle by the 'Witch Doctor' to rescue a number of tiny pixies. These pixies have been eaten by plants, but as yet, remain undigested, offering you an excellent opportunity to save them before tea-time.

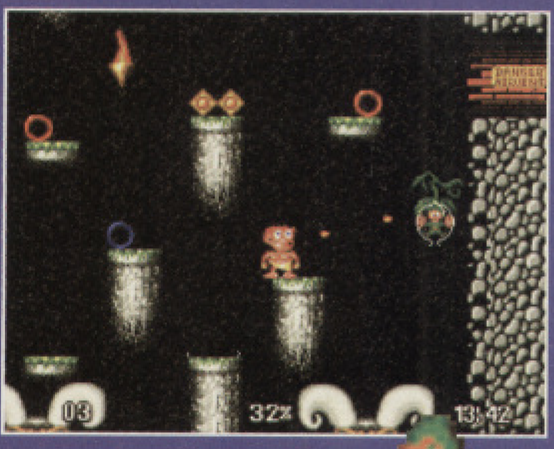
To help you in your quest, the Witch Doctor has left a number of potions for you to collect and use, along with a supply of pips which can be spat at the various denizens of the jungle that might want to eat you along the way. There are 17 levels to wander through, each one quite literally chock-packed with fruits and sweetmeats of a point scoring nature, and each one gradually increasing in size and complexity. There are lots of different baddies to jump over or shoot as the levels progress, not to mention, er... all the other things that I've not mentioned.

Everything is presented in a bit of an 'old-fashioned-O-vision' but once you pick up the joystick, you'll realise that deep behind its crispy-crunchy exterior lies a rather tasty little platformer. Game on!

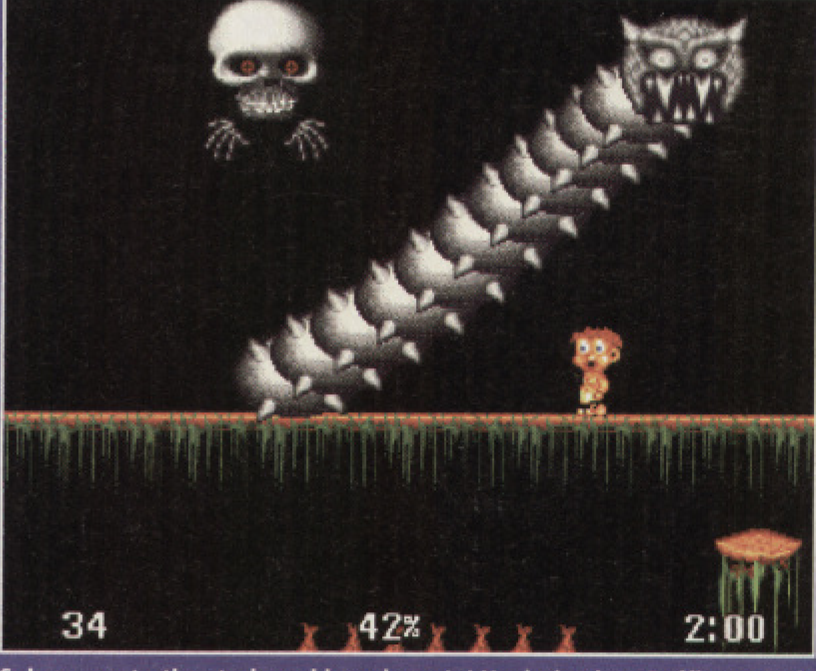
Circle; *Aladdin* ahoy! There are a number of helpful toys to be found throughout *Ruffian*, including this rather attractive rug that nips in and takes you anywhere you fancy for a short period of time. Another of my particular favourites is the, er... mega-gob thing, that basically gives you incredibly fast rapid-fire in a nice big 360° kinda way. Excellent.



Bloody hell! That's what me and Hazza thought when we saw this enormous mouth roll onto the screen. Fortunately it's not as scary as it looks, and if anything, is a little bit tedious. By standing on this demon's tongue, each tooth in the mouth will appear in sequence, and it's down to you to time and angle your shot perfectly to knock it them out. Ohh mummy, I'm scared!



The goal for each level is to rescue a number of pixies that have been caught by huge plants and are being stored for later digestion. To release them you simply spit at them, but as the levels become bigger, the real task is finding the gits. They are grateful though, and will come back to help you in certain situations.



Sub-games to the starboard bough cap'n! Yes indeed, to Ruffian's credit, there are tons of little bits and bobs to fiddle with as you trundle along in your platformular way. This particular monster is a simple but pleasant distraction, adopting the tried and tested 'every time you hit me, a bit of my body drops off' stand. A bit like Harry. Only not as crusty.

ARSE!

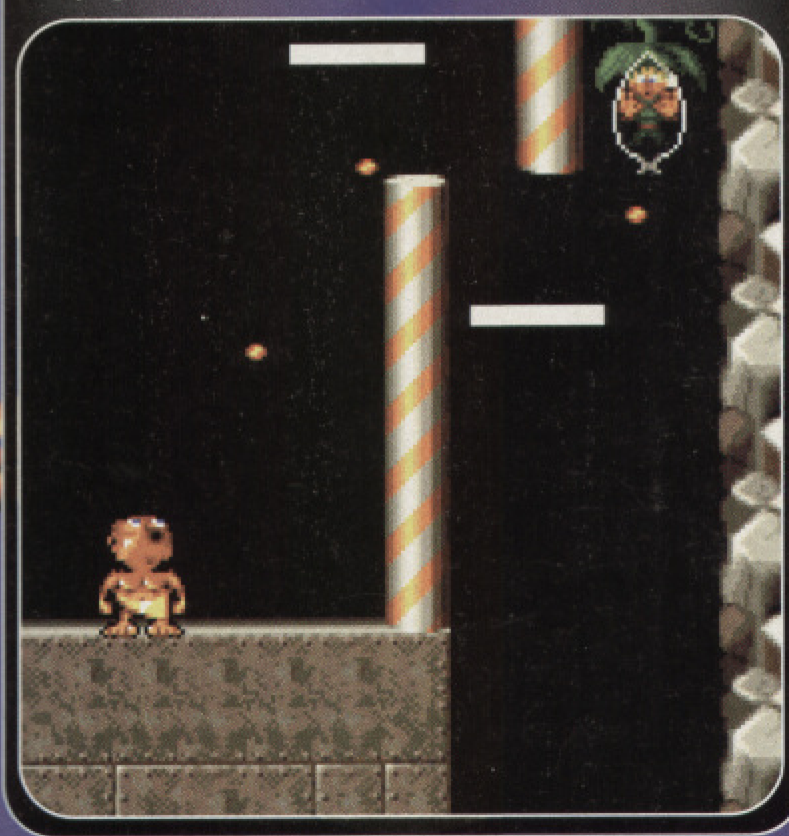
If there's one thing that really does annoy you with *Ruffian*, it's the 'amusing animations' the character performs when left alone. Though one of these does include showing you his bottom (a sure-fire crowd-pleaser) it means that, if you've lined yourself up for a good spit and are waiting for a particular target to move into position, the little ruffian might decide to sneeze, flex his muscles or tap his foot at the vital moment, thus ruining your shot. This is the only real moan in *Ruffian*, but it's a right pain!



Circle; One of the many 'nice' features in *Ruffian* is the 'helping hands' option. When these are turned on, the occasional floating hand will appear, showing you what direction you need to be heading in. This is extremely helpful on the later larger levels, and even more so when you are trying to find the exit once all of the pixies have been rescued.



The space levels start to get very tricky indeed; throwing a vast number of puzzles at you, based around deflecting your spit off various moving '*Pong*' paddles. These come in two varieties, and either involve having to trick 'intelligent' homing paddles (that move to block your shot), or just tests of timing and judgment. These can be extremely hard to work out, but are very satisfying to complete. Hang on, I've got a greenie brewing.







THE VERDICT

Well bowl me over with a feather and call me Stuart (eh? — Haz.) but this is damn fun! It started out as one of those classic review situations, where you load a game up and everybody gathers round to poke fun at it, but then realise that it's actually good fun and want a go. It's simple and silly, but it has all the elements necessary to a good platformer. The levels are impressive in both size and design, and though the graphics are, shall we say, a tad weak, it never really affects the game once you get going. The sound is okay, though I'm sure I heard some stolen samples in there somewhere (anyone for Team 17's **Assassin**?) and the overall feel of the game is very nice indeed. The game scores its best points for straight forward longevity, and though 17 levels may not sound like much, their sheer size means that you'll be ploughing your way through the game for a fair old while. The annoying 'cute animations' mentioned in one of the captions is the only real groan, and I'm sure that the programmers have achieved everything they set out to do. Had **Ruffian** had a few more jangly bells and pretty... er, smells attached to it, it would have scored much higher, but then again we are looking at a 20 quid game. As a simply platformer, **Ruffian** would have been pretty good, but add in the sporadic guardians and more puzzle-filled worlds, and you're getting pretty damn good value for money. Some of the later levels get a little bit too crowded for their own good (the graveyard scenario in particular) but there's always a healthy supply of potions and toys to help you through. It wouldn't surprise me if some of the other mags load this up for five minutes and then just slag it, but I hope they take time to play through the game as far as possible, because there's a lot of good stuff hidden away behind the off-putting presentation.

A500/600

Publisher: Grandslam
Developer: Moonstruck Productions

£19.99 Out Now

Not Hard Disk Installable

Joystick

Memory 0.5Mb | Disks 3

GRAPHICS 70%

SOUND 70%

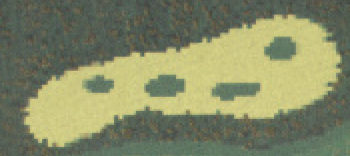
PLAYABILITY 73%

LASTABILITY 80%

OVERALL 78%

A1200 **CD32**

There are no plans blowing in the wind (my friends) to produce any further versions of *Ruffian*, buy hey! Stranger things have happened (that horse becoming Pope, for one — Harry.). Well quite.



1.) What a Tee shot! That's what they call the Irish PM, isn't it.

2.) It's still a fair way to the hole from here (doh!).

INTERNATIONA

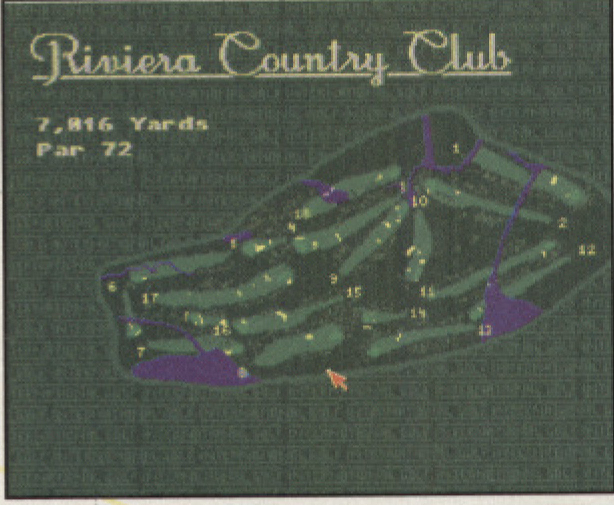
In which Harry Attrill plays The Scottish Game, Matt and Andy go fishing, and the words 'tea', 'caddy' and 'four' are repeatedly mis-used with amusing, malapropic consequences. Act One, scene one. Enter an old fool in a night-cap, waving a kipper.

Golf. A dried blackberry bum-splash from the bowl of the night mare's nest. A 'sport' more deeply hideous than Laura Ashley's most maroon and royal blue up-chuckment of sub-Victorian kitsch. And yet — as the sun slips out from behind this contagion and plonks a great cheddar-yellow wedge of joy across the firmament — it must be said, the inspiration for one or two not half-decent Amiga-tasting computer games. Games that take the tartan seat out of the ridiculous golfing trouser; games that put the glee back on the tee. Games almost exactly like *PGA European Tour*.

Mind you, they say that one swallow doesn't make a summer, and let me tell you, it doesn't make a particularly good golf game either. The wings, though most assuredly marvellous for migration and all manner of tricksy flying, are far too feeble to grip the shaft of the heavier clubs properly. No, though, but seriously everyone, because *PGA European Tour* hummed 'Greensleeves' while it stroked our collective thigh, and twisted perfumed May Blossom coyly through its Titian locks, I was hoping that *International Golf* would be a similarly sportsome demoiselle, perhaps, even sky-clad and rugby-lipped, like the saucy, but horsey, Godiva. But no such luck: the game's a slattern; a moll; a doxy and a tart. As my old maths master used to call the eccentrically slap-dash among us, a 'Slack-Alice'.

To begin, the player is presented with what I shall call 'a good game kit'. Lots of different green graphics, with some pale and interesting blue bits and the odd winsomely wind-whipped flag. Or even 18. Also, there's a simple, yet sophisticated, control method, sort of 'au souris' rather than 'with mouse', and all the multi-player potential a young lad without friends could wish for in something that comes boxed but without breasts.

Now then, all you have to do is assemble these parts and come up with a fabulously playable game! Simple, eh? About as simple as Laurel & Hardy man-handling a pianola up a flight of stairs, as it turns out.



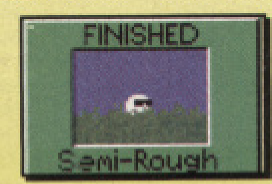


Above; *International Golf* has two courses and here they are! Later courses will be added in the shape of Update Disks.



A glance at the leaderboard reveals that I am in a commanding position. Also some side-splitting mis-spellings of famous players' names. My scorecard confirms why I am feeling a bit below par this morning.







FINISHED
Rough







3.) To digress for a moment, see how this caption disappears a bit as the white letters go over the sandy bunker? That's what happens to the cursor, that is!

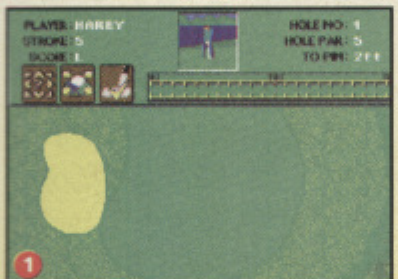
4.) Not bad, eh?

AL GOLF

The bugger is that when you choose the direction for your second or third shot, the screen scrolls back from the hole to the ball as soon as you click on the selector. Mucho stupido mouse-o clicko. Savvy?

5.) Another shot dropped. Oh woe!







Above: Arse Productions is proud to bring you two of the most hateful things about *International Golf*. 1.) Both hole and ball are cleverly concealed by the putting power bar while I take my shot. 2.) Eight yards from the pin, on the fairway, and I'm expected to play from this scale! There's a fair chance if I putt, that I'll totally miss the ball. ARSE!







THE VERDICT

It looks nice, **International Golf** does. Like a children's book entitled, 'Geoffrey says: Golf is Fun!' Geoffrey being a happy, roly-poly pig, called Geoffrey. In fact everything looks nice, especially if you like green, a colour for which the programmer has provided an encouraging variety of shades. It's a pity then, that the same sort of 'Dark Ivy' is used for every single player's golfing jersey — wither, I wonder, the Pringle in the dingle? The sound, too is nice, and I might add, a damn sight more atmospheric than **PGA** — apart from the bird-song — which relies rather too heavily on the performance of one particularly annoying blackbird. All is merry so far then, men, but soft, now we must start playing. Well, look, I don't want to be a grumpy teddy, but there are just too many things to fiddle with. There are no default settings, so for every shot the correct club, direction, power, etc. have to be selected by the player. So you'll need to practice, or know a fair bit about golf, otherwise you are going to make a Total Garage out of yourself. So, no mere reactions test, this baby, golfing know-how is preferred. But, and yet, but, the control method is too complicated. Click, click, bloody click. All the time. You may be thinking that I want a game like this to take the golf out of golf, and be something else — i.e. fun — and you'd be right. You might think that 'cos **International Golf** is closer to the real thing, it is considerably less exciting to play than **PGA Tour** for example — and, again, you'd be right. That's not reason enough for me to pan it, though. I'll admit that prejudice and ignorance are the only two excuses I ever need to mark some bugger down. But in this case, **IG**'s programmer has provided some nigglingly maladroit gameplay to for me to have a good hack at. Must try harder.

A500/600

Publisher: Alternative
Developer: In-house

£14.99 Out Now

Hard Disk Installable

Mouse

Memory 1Mb | Disks 3

GRAPHICS 80%

SOUND 73%

PLAYABILITY 55%

LASTABILITY 60%

OVERALL 65%

A1200
CD32

You can also get International Golf for £12.99 inc. P&P from Saddletramps PD in Rotherham, S.Yorks. Tel 01709 888127, for more info.



ANGST

"Another 3D-engined game is it madam? Okay, just pop your jacket off and stand over there with all the others would you. Dr. Broughton will be out soon with his big stick to give you a jolly good prodding. NEXT!"

I wasn't aware that Canadians spoke a different language, but having just read the *Angst* bumf given to us by Dem Software, I feel it necessary to supply a quick translation. Ready?

"Beads of sweat roll down your body, trepidation delays each step and terror grips your heart in its icy grasp." Er... no. None of the above.

"Killer droids and beasts of voracious appetite stalk the cramped, dimly lit corridors of this desolate cargo freighter." Well, 'killer droids' could refer to those digitised footballs-with-arms that I've been running into, and those plasticine donkeys might possibly come under the heading of 'beasts', but as for the 'voracious appetite' and 'cramped, dimly lit corridors of this desolate cargo freighter' well, I could've sworn it was just a small window on my screen with the same digitised wall over and over again.

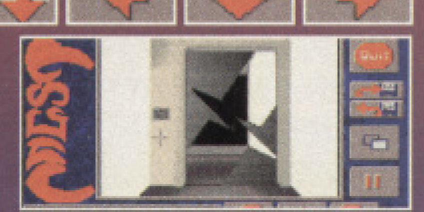
"Strewn through the dark halls is evidence of the beasts' passage; corpses litter the grated deck and the sweet smell of blood is strong in the air." No, I'm sorry but I'm going to have to stop you there. Coming across a small pile of digitised legs once every 20 minutes hardly qualifies 'strewn' now does it?

Sadly, all this boils down to the standard "you awake to find everyone's dead. Except you..." scenario anyway, and armed with a trusted plasma rifle you must explore an enormous, nay tedious cargo ship, trying to avoid death, and ultimately escaping. Hmm, I always like to have a nice big game window, me...



Ooh mummy, I'm scared! Here's the lucky donkey who gets to inhabit this rather tasteful orange level — Dino the happy dinosaur (thing). Moving in a 'three frames of animation' kind of way, Dino is much harder than the droids to kill, and in fact you'll need upwards of two to three (yes THREE!) shots to kill him. Phwoar! And who said the Amiga was dead?

As soon as you land, the first bad guy pops up in the form of this attack droid. Unfortunately, it's incredibly puny, and dies after only one shot. The screen layout is primitive, with all the RPG-like controls you've come to expect. Er... great.



Er... this is a door. Not the most exciting screen-shot ever, I know, but believe me, with this being one of the few 'interesting' things you'll see as you wander aimlessly, when you come across one it's time to crack open the champagne. "My god. It's full of bras!"

THE VERDICT

Dull dull dull-ady-dull. Dull. Oh dear, what a shame. One of the worst things about this job is having to slag off some nice bloke's pride and joy. The real troub' with **Angst** is that it doesn't move fast enough. By this, I don't mean there's a technical problem with the engine — in fact that's quite nice — no, it's more down to how much aimless wandering you have to endure just to bump into the odd defence droid or weird monster. Action isn't exactly the order of the day either, and when you do run into one of the 'killer droids', a single shot sends it crashing to the floor. A similar effect can be achieved with the plasticine donkeys by pressing the plasma burst. **Death Mask** was pretty poor, but at least it had landmarks and lobbed monsters at you all the time, **Angst** suffers from a severe lack of 'purpose', and you can plod through the first five levels without engaging your brain at all. After a while you find yourself ignoring the main view and walking around by the mini-map in the corner. **Angst** is comparable to **Death Mask** because while, currently, it's pap, there's bags of scope for as better game based on its engine. Add some more graphics, different enemies, and perhaps spruce-up the screen presentation — then who knows? Unfortunately, as it stands, **Angst** is a lot of disks and very little fun.

A1200

Publisher: Dem Soft.
Developer: In-house

£29.99 Out Now

Hard Disk Installable

Joystick/mouse/Keyboard

Memory 1.5Mb | Disks 8

GRAPHICS	50%
SOUND	35%
PLAYABILITY	51%
LASTABILITY	42%
OVERALL	30%

CD32 **A5/600**

I've reviewed this as an A1200 product simply because I couldn't handle playing it on anything slower. The A500/600 versh. isn't too much worse, but it can be a bit 'chuggy'. Don't expect this on the CD32 .

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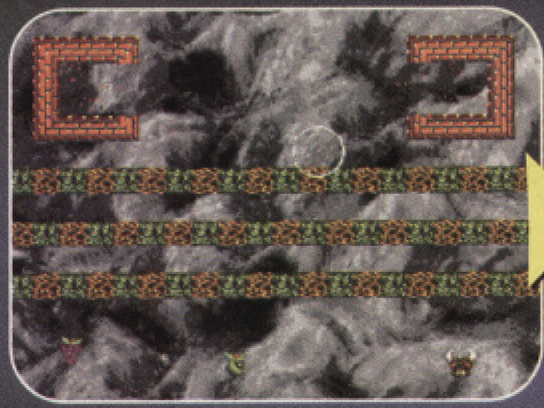
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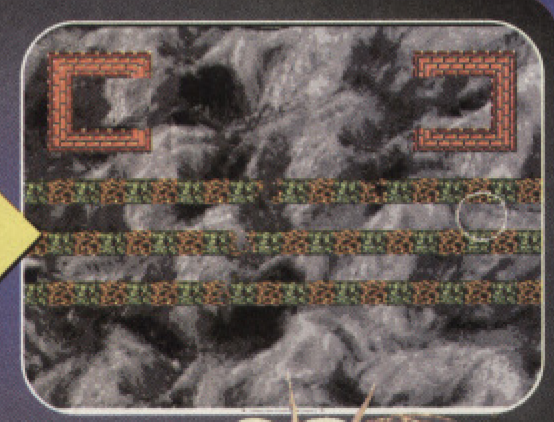


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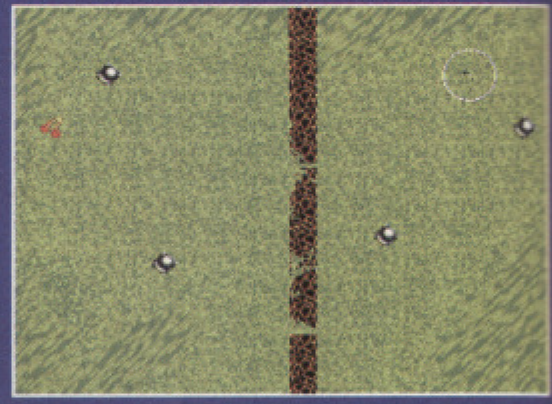


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TEL & FAX : 0723 376586 / 503299





The tragedy that is *Ants*. Chomp through the biscuit coloured bits of hedge and avoid the green parts which kill. Mummy, I bet I'll suffer loads of casualties... Hang on, though; if I hold down both mouse-buttons, all my ants will cluster into a dot the size of a pin-head, and I can slice through like a laser. Again.



One enemy pixel remains on this screen. I cannot see it, I cannot find it. As you are given a total score for all enemies devoured, rather than a score for each, it is tricky to tell when your ants have completely eaten one. I wonder if the backgrounds were put in afterwards?

ANTS

First there was Lemmings, then Worms, and now there is Ants! I bet that's how Kellion wants us to begin this review. Well, boys, don't get too excited, warns Harry Attrill, because that's about as good as it gets.

Ants. Pants. Northants. Mitsubishi Galants. Three of these things are quite good, while one of them is a complete bottomley. Which is it, I wonder. Pants? Well, no. Despite the proximity of the bottom to the pant, the pant is actually quite good, not to mention useful, or even essential! So no, pants are not arse.

Northants, then? Well, no again. Though Northamptonshire is not one of my fave counties, featuring as it does such excruciating piles as Corby, Kettering and Newport Pagnall, there is a rather nice stone that they use for building there, which in a particular light, at a particular time of a late summer evening, reminds me of my mother. So, no Northants is not too bottomley. Also, I feel sorry for it. It's never been the same since it lost 'The Soke of Peterborough'. It must have hurt quite a bit, too.

Galants, even turbo-charged ones like mine, are not actually all that good, but they are not the slightest bit bottomley, particularly if you need them to run you to the station every morning and get you to Tesco's on Saturday, despite the dodgy exhaust, oily plugs, flattish battery etc. In fact Galants are nice, lovely cars, particularly the metallic green one me and me girlf affectionately call 'Our Soul'.

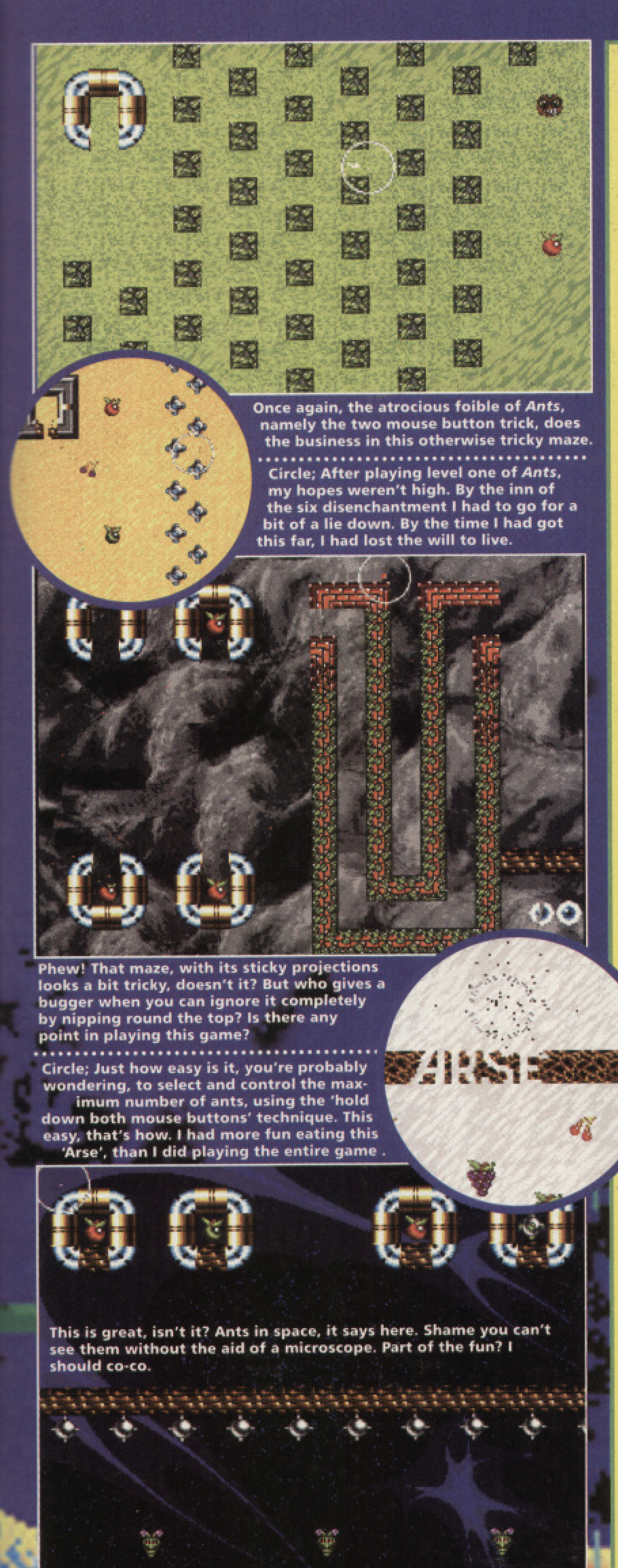
Clever readers will have spotted by now that the famous arse in my '—ants' quartet is in fact, *Ants*, the brand new game from Kellion. And, well, that's it really. Jo says that at this point I should back up this claim with some hard evidence. She suggests, 'Plop, plop, ploppety-plop' might do. But, and this is a big 'but', Jo is *a)* a girl, and *b)* a bit of a thicky — so I'm not going to be taking her advice on this one. Thanks for all your help in the past Jo, etc. Nice design by the way, love.



POWERFUL ANTACID

Everything you need to know about *Ants* is contained in this one, soluble capsule. 1) Your ants. 2) Killer things to be avoided. 3) Doubly-deadly hedge thing which kills on contact and makes the dead ants sticky, so that even more get wasted. 4) Food. Eat the fruit to increase your number of ants up to a maximum of 100. 5) The enemy. Ants perform a kamikaze attack, so make sure you have enough ants to finish the job. Watch your total at the bottom of the screen and match it against your opponents health. 6) There is no game pause facility. Great.





Once again, the atrocious foible of *Ants*, namely the two mouse button trick, does the business in this otherwise tricky maze.

Circle; After playing level one of *Ants*, my hopes weren't high. By the inn of the six disenchantment I had to go for a bit of a lie down. By the time I had got this far, I had lost the will to live.

Phew! That maze, with its sticky projections looks a bit tricky, doesn't it? But who gives a bugger when you can ignore it completely by nipping round the top? Is there any point in playing this game?

Circle; Just how easy is it, you're probably wondering, to select and control the maximum number of ants, using the 'hold down both mouse buttons' technique. This easy, that's how. I had more fun eating this 'Arse', than I did playing the entire game .

This is great, isn't it? Ants in space, it says here. Shame you can't see them without the aid of a microscope. Part of the fun? I should co-co.

THE VERDICT

What you have here are 100 or so levels of frighteningly dreadful game, though if I were a strict bunny, I'd have to say that my employment of the word 'game' in an **Ants** context is unusually over-indulgent. It's odd, but the mad purveyors of **Ants** seem to think that the word 'game' involves something dribbling slowly from the dark sphincter of infinity into a cheap plastic potty. Ideally, a 'game' should be repetitive, crass, unimaginative and expensive — conceptually, that's what they seem to be saying. Mind you, it's easy for an idiot like me to get sucked in to this glorious vision. At first I thought that **Ants**, though unbelievably boring, was a bugger of a mouse button test, a la **Track and Field**. The instructions say that what you have to do is click the right button to select an ant and the left to tell it where to go. Moving a lot of ants at a time thus requires a deal of dexterity and frenzied clicking betwixt the two buttons. This cramp-inducing 'pull-off' technique, though not exactly 'gameplay', is quite hard to do. Imagine my surprise, then, when I discovered, by accident, that by holding both buttons down you can select all the ants and direct them en masse at the same time! Even at the highest level of difficulty! What else can I tell you. The graphics are PD standard; the FX and particularly the Pinky & Perky ant-voices are unoriginal, hopeless and banal, and what's more, and this is the best bit, **Ants** costs, wait for it, £25.99! In my view, **Ants** is either the product of greedy halfwits who think they are so bloody clever that nobody will notice that they are simply greedy and half-witted, or, the product of halfwits who are too stupid to realise that they are halfwits and that what they hold in their mortal hands is not a passport to fame and riches, but a one-way ticket to Arseington, Arse, Arseshire.

A1200

CD32

Christ, I hope not.

A5/600

Publisher: Kellion
Developer: In-house

£25.99 Out Now

Hard Disk Installable

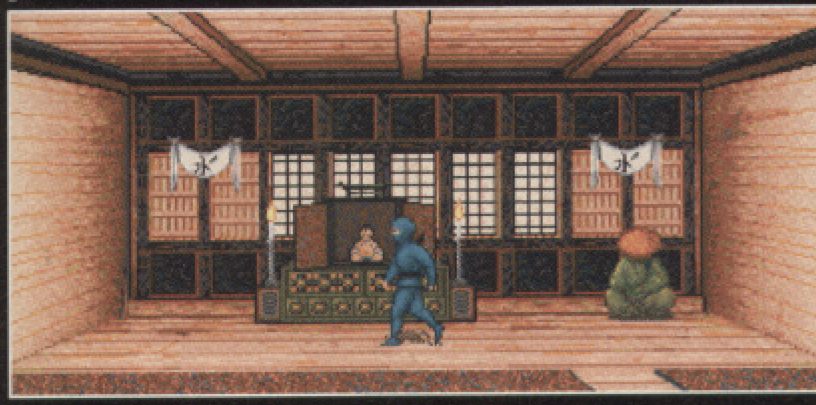
Both Mouse Buttons

Memory	Disks
1Mb	1

Rating	Score
GRAPHICS	25%
SOUND	15%
PLAYABILITY	1%
LASTABILITY	10%
OVERALL	20%

SWORD OF HONOUR

Newcomers Megatronix have an odd way of going about things: releasing a budget game, two years after first release, at a non-budget price! Andy Nuttall gladly parts with 20 sovs — but he's stupid.



Here's an object that will certainly come in useful later on (I haven't found one yet that hasn't been). If you find the magical elixir, and give it to the hooded monk, who's feeling a bit peaky, he'll give you a bald statue. Presumably to club somebody over the head with.

So, Megatronix, then. After scoring a certain amount of success with *Rackney's Island* (that's 24 percent successful, stats fans) it would be natural to assume that a spot of pulling up, dusting down, and getting on with it would be in order. However, the fact is that instead of committing *Rackney's* to the foulest Pit of Experience, the Megatrons seem to be intent on playing down their game in Amiga Land.

The latest release, *Sword of Honour*, is a two year-old game, once released by the now-defunct DMI — 'famed' for games like *Lost Dutchman Mine*, and *Gem'X*. The bloke at Megatronix swears that it received a score of 70-odd percent in *The One* sometime in 1992, although I can't find it (a mystery prize goes to the first person to send in an issue date, and an accurate original score).

Anyway, the problem is, something that received 70-odd percent two years ago, would really have to be something special to hit above 50 today. On the face of it, *Sword of Honour* looks quite nice; the animation's half-decent, the graphics are passable and the little blokey (or Shogun Yuichiro's most dangerous ninja warrior — not some fella in a balaclava) fights quite nicely.

It's also an adventure, though; kind of a *Last Ninja*-type thing, where you go wandering around beating 'up' on people and stealing their jewels and trinkets. In a *Dizzy* styley, the trinkets can invariably spring some further objets d'art from some of the shady characters hanging around, developing the plot into something less like a journey through northern Japan and more like a trip down Petticoat Lane market.



Y'see, the problem isn't with the gameplay or the fighting in *SOH*, but with the design and layout of the levels. Once I've fought and defeated this sword-wielding loon, I can move off the screen. When I return, you can be sure that he'll be back, as fit as ever.

Sorry, Mr Megatronix, but regardless of how long ago *SOH* was first released, it now has to stand up and be counted with the other full-price games. For yes, despite its age, even now a copy will knock you back a whopping £19.99! Methinks Megatronix doth take the pi...

CONTACT: Megatronix on 01384 77172 for further details and how to order *SOH*. It's only available mail order, sadly, so don't bother looking in your local shop — it won't be there.

THE VERDICT

Two years ago, **Sword of Honour** might have been a halfway-decent game. Not quite your **Last Ninja**, or your **Shadow of the Beast**, but good for a 70 percent score. Megatronix quite freely admits to 'not knowing what makes a game good', because it's a newcomer to the games industry and all that; but this is very self-evident when you consider the quality of **Rackney's Island**, and now this. I suggest that you, Mr Megatronix, employ some kind of games consultant, because not only is it a mistake to release **SOH** at this stage, but to lob it out to a largely suspicious Amiga games-buying public at £19.99 — well, you might as well charge a thousand pounds. It's ridiculous that this can be sold alongside games like some of the fab games we've seen recently — because to be honest, it's been out for so long it has begun to smell. The closest comparison I can make to **SOH** is a game called **The Karate Kid** on the Atari ST, some eight years ago. The graphics are similar, and while the game was slightly different it had a very distinctive feel. Problem is, **The Karate Kid** was pretty poor, even back in 1987 — and that, Megatronix, is probably why **SOH** scored just 70 percent two years ago, and that's why it's scoring even lower now. You can't make a poor game good, but what you can do is sell it cheaply — and that's a lesson which Megatronix will have to learn.

A500/600

Publisher: Megatronix
Developer: Dynafield

£19.99 Out Now

Not Hard Disk Installable

Joystick/Mouse

Memory 1Mb | Disks 2

GRAPHICS	75%
SOUND	54%
PLAYABILITY	44%
LASTABILITY	34%
OVERALL	49%

A1200 **CD32** Er, it's worth warning you that SOH doesn't actually work on the A1200. No, sirree, it's A5/600-only city, and there's no sign that there will be an upgraded version. So don't hold your breath.

Sad nostalgia boy, Matt Broughton, enters the Commodore time machine, and sets the controls for 'the good old days'. Room for one more on top?

EXILE

Considering I've got a bit of a reputation as a sad old nostalgia freak (just look at 'PD Zone'!) I must have been asleep when *Exile* originally came out. Everybody seems to have fond memories of the game, but I didn't even recognise the name when Audiogenic first announced that it was releasing a version for the 90's.

Still, it's easy to see that *Exile* has its roots firmly planted in the soil of yesteryear; displaying the sort of simple-yet-brilliant gameplay that made the old crappy-looking games quite excellent.

Audiogenic is quite honest about the fact that this release is essentially the same game in new clothes, and having (quite coincidentally) just done a budget review of the original for 'Replays', it's quite strange playing this version. As soon as you start the game, you recognise the shapes and landscapes within the game, but everything is huger and more colourful-er. Each item has been recreated in beautiful 90s-O-vision, and an excellent parallax now trundles around in the background, giving the world more depth.

The game is quite a simple one in theory; with you set out as the lone explorer looking to retrieve a stolen Destinator — the 'engine' for your ship. You're also charged with the task of finding lost crew members, as well as destroying the overall bad guy's evil creation — Triax's Maggot Machine.

This basically leads to lots of flying around caves, blasting through sealed hatches with mega-grenades, shooting down various robots, homing, er... bugger-things, and even avoiding nasty space-seagulls that drop mega-poop on your head.

You're not exactly Mr. Helpless though, and can collect an utilise all manner of weaponry, as well as a personal teleportation device. Tons of items are to be found around the playing area; all with a specific use and all geared towards the solution of a specific problem.

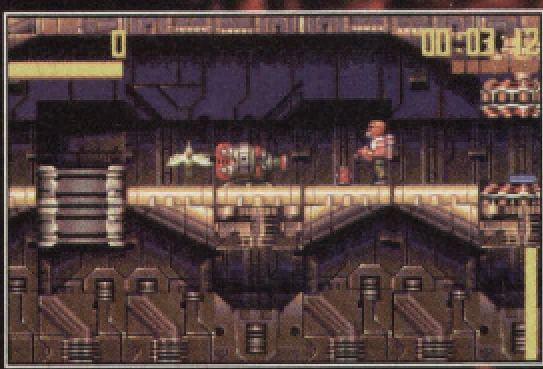
Fans of the original are bound to want a look at this, but what about *Exile* virgins like myself? What say we go find out...



Here's fun! I've a shiny sixpence for the clever fellow who can tell me how to get that red RCD (Remote Control Device) from the fire. To add to the excitement, there's a sliding barrier that closes as soon as I get near. Pah! Easy. Press as many buttons as possible, until a door opens and lets you collect a flask. Jump into a pool while holding the flask to fill it up and then drop it on top of the barrier. Teleport round to where the barrier release is and, 'Hiss, fizzle, froth' — the fire is out. Now you've got to open the barrier and teleport round there as fast as possible. Hurrah!



Oh bugger! I've been outside my ship for about a minute and am already getting completely trounced, thanks to these meteor storms that just pop out of nowhere. They do, however, offer hours of entertainment, as Harry seems to have a natural talent for attracting wave upon wave, getting smacked about all over the shop, and then rolling around on his back shouting "ARSE!"



To start with, you don't actually have any weapons as such, and must avoid any nasties until you can get yourself a gun. Fortunately, there are a couple of grenades (like the little 'barrel' to my left) scattered around which can be stored for later. You can either drop or throw grenades, and they have a pretty good range. Just make sure you light the blue touch-paper and stand well back. These babies pack quite a punch.



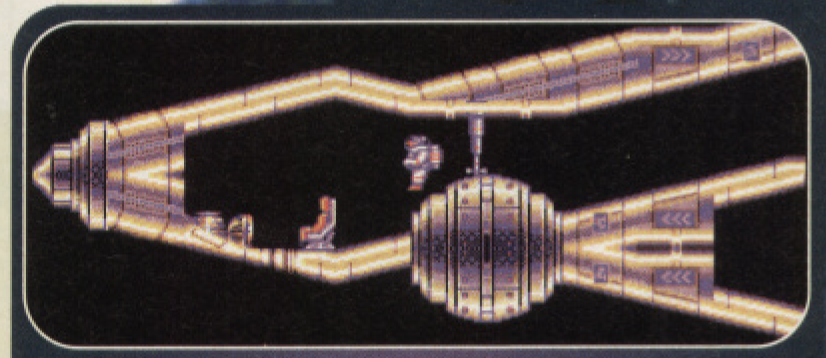
One of the best things about the personal teleporting capability you have is that, as well as being able to voluntarily jump to preset locations, you will automatically transport if your are attacked and get to a dangerous health level. You have to remember to keep setting teleport positions (the 'R' key) otherwise you'll get thrown back to the starting position. Oh my god! It's the "Ni!" imps. Run away! Run away!



Some of the situations in *Exile* are right gits and no mistakin'. Here, the hungry imps are jostling you around the screen and lobbing mushrooms, which seems like a fairly harmless attack until you find out that the mushrooms block your jetpack for a few seconds. Add to this your position, right in front of a huge bugger cannon thing, and, well, you can probably guess the outcome. Needless to say, you'll be wanting your teleport near by. GET ORF ME!



Just in case you were starting to feel lonely out there in space, you'll be glad to hear that you can make your own chum to take home and love. This empty robot shell ('Chatter' to his friends) can be activated by adding a few Coronium crystals. To actually control the robot you need to find two control whistles, but once under your control he can be used to squeeze into small gaps and collect odds and sods for you. SIT AND STAY!



NICOLE? PAPA!

I've actually reviewed the original *Exile* in this month's 'Replays' (page 60) but I decided to let you see father and daughter side-by-side for no other reason than I thought it might look nice on the page. So, er... what do you think? I personally liked a lot of the quirks in the original, and also found the smaller scale more helpful. Still, one man's tea is another man's coffee. Or something.



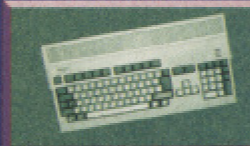


Exile can be very adventure-like at times, with tons of doors blocking your way, and tons of keys to be collected. The Head-Up Display shows the keys you currently have (in the top right) while any locked door will flash the empty pocket, showing you which key you need to progress. You'll also need the Remote Control Device (see other caption) to activate the keys. Phew! Don't ask much do they? Incidentally, that things next to me is a jet-pac booster. Nice eh?

THE VERDICT

Although I'm awarding **Exile** a bloody good score, I do have a number of criticisms to lay in its lap. To be positive, **Exile** is an extremely enjoyable game, and compared to the majority of games we see these days, instantly stands up on a chair and shouts "Hey! Look at me! I'm actually quite a worth-while challenge!" Longevity-wise, you're getting very good VFM, and with deceptively simple puzzles to be solved at every turn, it's certainly not a game for Mr Thicky. There are tons of objects to sod around with, and a good library of strange and interesting creatures to play with (or shoot, obviously). The problem is that while the graphics have been souped-up, some of the charm has been erased in the process. When I first loaded up the original, I was instantly transported back 10 years, to the days when quirky graphics went with attention to detail. When you flew, little particles spewed from your jet, creating a sensation of motion. Now your character just sort of hangs in the air, giving the impression that you're underwater rather than in space. Also, with larger sprites comes the smaller area available on-screen, and though this is obviously down to personal preference, I longed for the smaller, more quirky graphics of the original. The maps are well thought out, keeping you on the move, but never to the point where you get bored travelling along the same corridors. The game scores highly in the 'sheer fun' department, with lots of action and reward. I wouldn't be surprised to see **Exile** receive a varied range of scores, as it nostalgically scores well, can also impress the first time player, but may fall when compared to the original or modern-day competitors. Still, this is a brilliant game, and most of all, it's bloody good fun. See Audiogenic, we don't hate you!

A1200



Publisher: Audiogenic
Developer: In-house

£29.99 Out Now

Not Hard Disk Installable

Joystick/keyboard

Memory 2Mb | Disks 2

GRAPHICS 81%

SOUND 82%

PLAYABILITY 82%

LASTABILITY 86%

OVERALL 86%

CD32 **A5/600**

A CD32 version will be out soon. The joypad means less keyboard jumping (which you can use on the A1200 for the same effect). The original is also available for £14.99, and it is easily my favourite of the two.

Come, bold, crimson navigator of the night. Tread lightly, my fettled sospans, for there be foul and softmint-like creatures roaming these distant lands. No, we're all right, I smell no leeks. But what's this? Some strange hairy beast, its chin covered in moss-like growth. Ahh! It's Matt Broughton and his savage Updates! Run! RUN!!



KINGPIN
CD32 ● Team 17 ● £14.99

Let's be honest. *Kingpin* isn't remarkable. It is, however, probably about as good as a tenpin bowling simulation is ever going to get (until they invent Virtual Bowling obviously). I reviewed the floppy version of *Kingpin* back in March and was the first to admit that, while it managed itself a handsome 78 percent, it wasn't likely to be everybody's cup of tea.

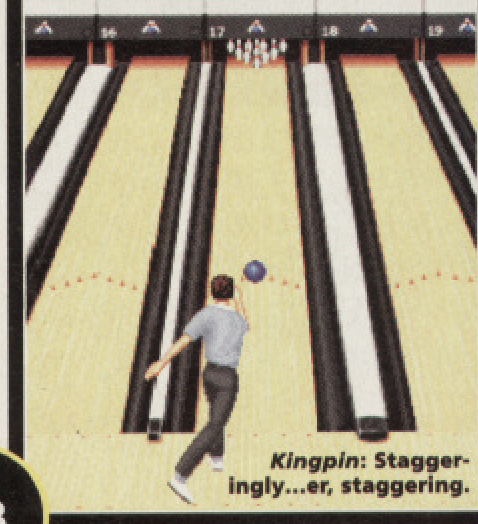
The CD32 version of *Kingpin* doesn't really do much to expand on the original, adopting the same 'realistic background sample' method used in Team 17's previous CD update for *Arcade Pool*. Other than that, things appear to be the same, with realistic effects and nice incidentals, such as crowd cheers and tannoy announcements.

Kingpin is instantly accessible thanks to an excellent control system, and thankfully there are enough random factors (such as varying spin on the lanes) to require more than just good reactions from the players.

Options-wise, you can have up to six players, either playing in individual competition, or as opposing teams. Each player can be set up to your specification, allowing male and female players to be represented on-screen, along with whether they're left or right handed, what weight ball they use, and if they carry a handicap. The CPU opponents come in nine different flavours, ranging from 'pathetic' to 'Super-pro' (thought to be honest, once you get to 'Semi-pro' they murder you anyway!)

As for the control system itself, it's all jolly nice and simple. You move your fella left and right, select your power with up and down (or change ball weight) and then call up a moving target. This 'moving arrow's' speed is determined by the strength of the shot and the weight of the ball, and varying amounts of spin can be added to the ball, again depending upon the above factors. Just press fire when you want to throw. Doddle.

As I said before, don't expect to be blown away by *Kingpin*, because at the end of the day it is a very specialised interest, with no knobs, bells, or sex added. Then again, if you're interested in a cheap and cheerful muck around to play with a gang of mates, it has everything you could ask for from a tenpin bowling simulator.


Kingpin: Staggeringly...er, staggering.

OVERALL: 70%


'Come here and be serviced you saucy little, er... car?

ATR
CD32 ● Team 17 ● £25.99

It's always a pleasure to receive a game such as *ATR*, simply because not only can other people sit and watch you while you review it, but they can take part in the reviewing process. So, my friend, sit yerself down, grab a joystick, and what say we rip around a space-track or two?

ATR is, for my money (what money, you half-bearded freeloader? — Harry.) the best in the overhead racing genre. *Micro Machines* had a similar addiction as far as the two-player games go, but *ATR* is excellent as both a rivetting two-player game, and an absorbing one-player challenge. There's a League to play in, where up to six players (be they human or a CPU driver from one of three skills) can steam around a selected track scenario in a head-to-head battle.

The one-player game is a simple enough affair — just get across the finishing line in third position or above, while the two-player games are based upon the tried-and-tested 'drag your opponent up the screen' method. The tracks are littered with hazardous obstacles such as tree trunks and cones, but also offer various pick-ups such as speed bursts, repairs, and bonus stars. The two-player games feature not only these standard icons, but a variety of 'specials' like homing missiles, magnet effects, and reverse controls (for your opponent's delectation and delight, obviously).

To start with there are four scenarios to choose from: Canyon, Sports, Forest, and Space, although there are a further two types, namely Alien and Moon, which can only be accessed by completing the one-player arcade game.

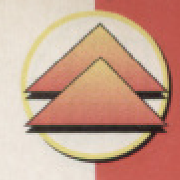
ATR really is an absolute corker, and works incredibly well with the CD32 (it's just a shame you have to go and buy another joypad to play the two-player romps). Brilliant stuff, GO AND BUY IT!

OVERALL: 90%

THE CLUE
CD32 ● Black Legend ● £25.99

Aha! *Der Clou* if I'm not mistaken. I'm sure by now regular readers will know that this has become one of my favourite games of all time, but alack and alas, the CD32 version ain't as good as it could be simply because the saving system has been buggered up; replaced by an inferior password system that, well, just don't do the job.

To jump sideways for just a moment (er... all right mate, if you must — Andy) *The Clue* is basically Sim-crime. You start the game as a complete novice, planning and executing extremely simple smash and grab heists on small confectionery huts in local parks. The game is part strategy, part





PREMIER MANAGER 3:

MULTI-EDIT SYSTEM ● Gremlin ● £14.99

I'm the first to admit that I have no real understanding of why footy management games are so popular. They all strike me as much the same, with the same old statistic screens and the same basic gameplay. Each and every time I'm given one to review, I just end up backing into the 'Corner of Cowards' and resorting to the age-old "if you like footy management games, you'll like this. And if you don't, you, er... won't."

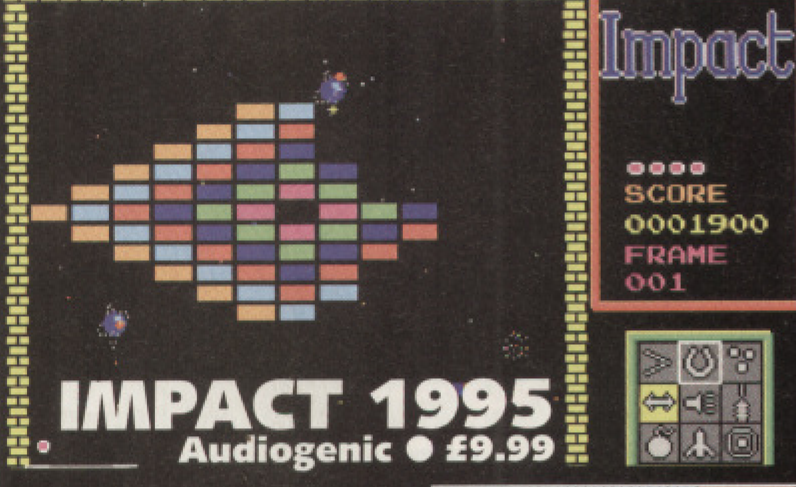
The main problem with any sport related game is that, by the time the game has been written, packaged and distributed, you can bet your life that twenty percent of the information is out of date. Football is probably the worst casualty of this, with player transfers every five minutes, not to mention the odd 'strategic change of management' (you mean sacking fat blokes for taking bungs, don't you? — Andy.).

Well, thanks to a rather attractive little editing program from Gremlin, players of *Premier Manager 3* can now take matters into their own hands, chopping and changing everything from player's names to the entire structure of the league. And frankly Brian, there's more...

As well as cosmetic changes, you can get your teeth into just about every area of the game; changing stadium details, manager stats, player ratings, and even the names of injuries! Long gone are 'bruised ribs', here, try new improved 'accidentally brutally severed ankle while tying laces'.

At 15 quid, this isn't exactly a bargain, and though nicely presented it can't really have been a major programming ordeal. Still, it does the job, and I'm sure it's just what *PM3* players will have been dying for.

OVERALL: 80%

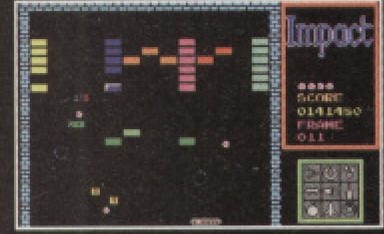


IMPACT 1995

Audiogenic ● £9.99

You might be wondering what's going on here. 'Updates' is usually the place where I review games that have already appeared a few months back, and then given birth to an A1200 or CD32 version. "But what the hell is *Impact*?" I hear you ask. Well, it's basically a very old Audiogenic game that was souped-up a bit, but never released. For some reason, they've now decided to clear out their kitchen cupboards and release this *Impact* thing, the 1995 version, at a budgety price. So, there you go.

I'm sure one look at the screen shot here will tell you all you need to know; namely, that *Impact 1995* is a *Breakout/Arkanoid* clone of the first order. Your task is a simple one; just bounce the ever-speeding-up ball against the bricks until they've all been destroyed. After that, you're warped on to the next level (of which there are a staggering 125!) for more fun and frolics.



Anyone familiar with the *Arkanoid* series will be used to the idea of falling power-ups, and here they take the form of credits which can be collected and saved until the desired effect is highlighted in the side panel box. Andy what's on offer? Well, you've got your slowdown, magnet, multi-ball, wide bat, torch, laser, smart bomb, missile, and force field. I won't explain these because it's damn obvious what they do. (Er, is it? — Harry 'no childhood games history' Attrill.)

The levels progress in the usual way, with blocks gradually needing more and more hits to be destroyed, while the ball's speed gradually gets more and more ludicrous. There are a variety of aliens floating around the place, deflecting the ball and generally being a nuisance, and by level fifteen you've also got some nasty little pear drop things that freeze for an agonising second or so, leaving you to watch helplessly as your ball passes by.

Impact 1995 is a little too plain for my liking, and even though it's at a budget price, considering the amount of excellent, all-singing, all-dancing clones available for a couple of quid on the PD market, I can't really recommend this to you. The only other thing that might possibly tempt you is the screen designer that comes free with the package. Hmm, didn't think that would get you too excited.

OVERALL: 52%

adventure, and as you plod around meeting people and generally developing your character, you'll start to step up in terms of locations burgled.

Recruit some experienced safe cracker (for a share of the profits obviously) and jewellers, state houses, and even museums start to appear on your possible locations list. Then it's time to visit the tool shop and buy yourself some new equipment, but watch out for the local copper in disguise — you get the gist. So anyway, "what's the problem with this here CD thingy then, Matt?" I hear you say. Frankly, it's a bit poo. No, hang on, I'm being unfair. There's now full speech (for your character only, mind) and though I'm not normally a sucker for such things, it's actually done very well. No, the problem with the CD version is that, while you can save positions to the memory, they'll wipe as soon as you turn the machine off. To get around this, Black Legend has incorporated a password system, so that after every burglary, you get a new code to use when returning to the game.


"We regret to announce that the 8:15 to London Moorgate has been cancelled due to persistent incompetence."

Unfortunately, this only saves your approximate position in the game (because of the complexity of the game detail, so Black Legend tells me) so there's no record of how much money or tools you have at the end of play. This can actually work in your favour, as the game credits you with the amount of gear it thinks you must have had to progress as far as you have. Unfortunately, this can also lead to you having to hit the same building twice just because the game doesn't know the precise details of your last game. Doh!

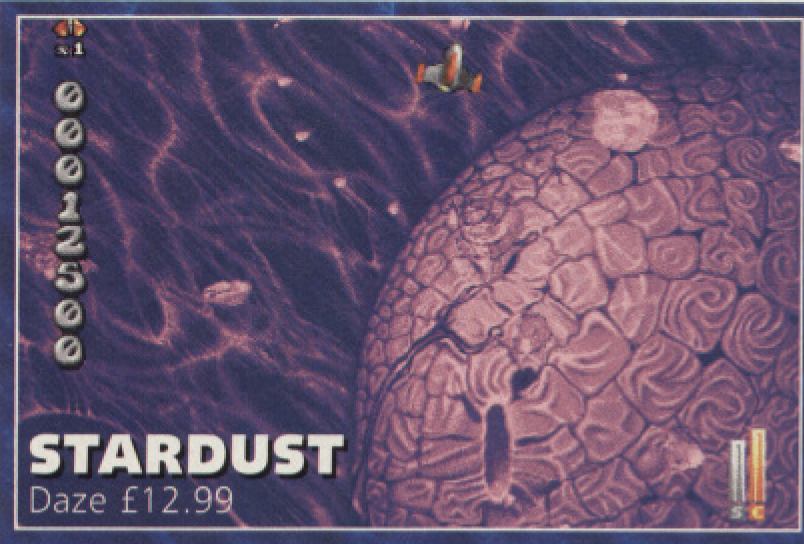
Other than this niggle (which is a right old shame) *The Clue* is still a highly original and entertaining game, but certainly loses some of its appeal due to the above problem. Damn.

OVERALL: 82%



REPLAYS!

Hurrah and huzzah! Once again, we do fibble and nibble at the very crux of the matter-node. My purpose? To inform ye of the impending budget software that doth flap towards thee. My style? Utter gibberish. Call for Matt, Andy, and Harry!



STARDUST

Daze £12.99

When we received the promotional flyer for the original version of *Stardust*, we quite legitimately thought someone was having a laugh. The literature promised umpteen channels of sound, an unfeasibly large amount of colours, and more gameplay than you could waggle your willy at. Our legs, it seemed, were being pulled. (Unfortunately, though, not our willies.)

Well, *Stardust* finally arrived and our gasts were truly flabbered. But unfortunately not our willies. Willies are so incredibly amusing, you see.

To this day, it remains one of the most impressive example of Amiga programming we've ever seen. The thumping bassline of the title music is just as funky; the polished visuals gleam so much your eyes start to weep pus; and it's as silky-smooth as your smooth-taking silk-steward.

Sure, it's just *Asteroids* with bells, knobs, whistles and sex on, but as the PD version of the original arcade croaky is still played during our lunch breaks (admittedly, five minutes or so if we're lucky), that's no bad thing. And the gorgeous tunnel section? Well, the expected lifespan of a pair of pants has plummeted, I can tell you.

Although some may

Hoagey Carmichael must be making a fortune in royalties.

argue that *Stardust*'s crown has been lifted by its '*Super*' sequel, the two games are essentially the same. And A500 owners, of course, can't buy Team 17's update, so this is a welcome re-release for them, the dears.

Interestingly, *Stardust* was originally pencilled in for a £9.99 price-tag, and this supposedly budget version is still some three quid more. Still, in terms of playability-per-pound, you can't do much better than this. Buy it now, Earthlings. [MB]

OVERALL 91%

B-17 FLYING FORTRESS

Powerplus £16.99

When those in charge back in the Second World War set about naming their aircraft, fear wasn't foremost in their minds. After all, the thought of a 'Flying Fortress' looming overhead doesn't exactly necessitate nappies, does it? Surely the title 'Death-bringing Monster from the Arse of Planet Doom-17' would have been miles better? Still...

The B-17 is what you've got, and its less-than-frightening name gives some indication of the beast we're dealing with. It's more like a flying hotel, with a massive crew of 10 spread throughout its mighty hull. Not surprisingly, the B-17 is not the most agile of planes, and, rather fittingly, this sim isn't exactly the most action-packed available.

But those who prefer a deeper sim are more than catered for here. You can swap between the pilot, all of the many gunners, and even the bloke who gets to drop bombs on the hapless enemies' heads at the flick of a switch. For its huge amount of missions and stuff, here's a cheery yet confident thumbs-up for the game's longevity.

However, if you prefer a more fast-paced simulation then you'd better give this a miss. Although it's graphically impressive (especially on an A1200) and presented nicely, *B-17* is still perhaps a tad boring, and more than a little expensive for a budget release. [MB]

OVERALL 78%

FIELDS OF GLORY

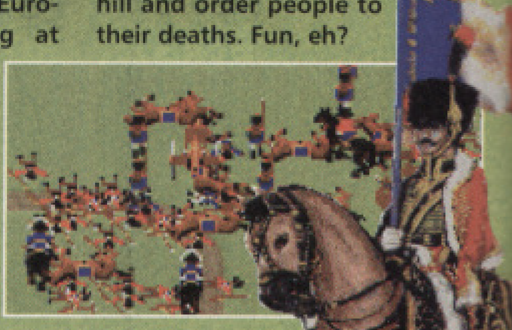
Powerplus, £16.99

Hey ho. It seems but yester'een my lovers, when *Fields of Glory* marched into my parlour, bold as brass, tramped across my nice clean floor with its muddy Wellingtons and demanded 'a gallon of tea and a mountain of hot-buttered scones,' or I'd feel 'the back of its hand'.

But not so cocky now eh, my puffed-up popinjay, as *FOG* is back, carrying the tattered colours of the People's Republic of Budgetgamia, scarcely five months after it swaggered onto the Amiga. Hmm, sales a bit dangly, I shouldn't wonder. Still I don't care what others do say, *FOG* isn't a bad game. No.

An uncomfortable sofa set between strategy and combat, *FOG* is a mildly enjoyable roister through Napoleon's final European campaign, climaxing at Waterloo. You can seize it roughly, play without strategy and still win, or spiel mit full anorak und skin komplaintz, and painstakingly re-fight actual battles move for move. There are one or two 'made-up' engagements thrown in for good measure.

The sound and graphics cover a sort of cyber table-top, complete with a green cloth and wee soldiers, a trick which lets your imagination charge about the battlefield while you stand on top of a nearby hill and order people to their deaths. Fun, eh?



If *FOG* has a problem it is that it is neither fish nor fowl, nor nice bit of steak. Strategy buffs don't like some of the arcade fripperies and your average game player runs screaming and pointing from anything that's touched a proper wargame. As an attempt to bridge the gap between these two irreconcilable camps, *FOG* has been as about as effective as a Bosnian Ceasefire agreement (bit of politics!). Still, it just about deserves to be more successful at this new Slimcia-girl price. [HA]

OVERALL 71%



COMBAT CLASSICS 3

Empire £34.99

Historyline: **Teutonic wargaming at its, er, wunderbariest.**

Yes, it's the third instalment of Empire's classic collection of combat games — hence the 'three' in the title. A touch spookily, 'three' also relates to the number of games contained within this collection. Crikey! Call Esther Rantzen.

By far the best of the bunch is *Gunship 2000*; MicroProse's brilliant helicopter simulation. Giving you a choice of 'copters to blow things up with', and the option of flying with wingmen, this fast 3D simulation is as deep as it is playable. Just like me.

The graphics engine is blisteringly fast, with some of the sexiest, smoothest, texture-mappiest sceneries this side of a PC. Indeed, the differences between this and its IBM-compatible grand-daddy (a small drop in speed aside) aren't immediately obvious, making this the best serious chopper sim available.

Although a little old now, the next game in this pack, *Campaign*, is still an absorbing 3D strategy-fest that combines polished visuals with some of the blastiest action this side of Salisbury Plain. It says here.

However, it's by no means perfect; attempting to blow up enemy vehicles from your vantage point in the 3D bits can be frustrating as the screen tends to distort the view, and something that is quite clearly at the tip of your barrel can survive even the most vicious onslaught. Mind you, with practice these tricky situations can be avoided. Just like me.

But, as tank simulations go, *Campaign* is up there with the best of them. I seem to remember it scoring about 80 percent or so on its original release, and that's more than applicable here, quite a few years later.

Last up comes *Historyline 1914-1918*, Blue Byte's nifty WW1 sim, based around the successful *Battle Isle* game engine. By interspersing the strategic nature of the game with some brief animations depicting key moments, *Historyline* makes itself slightly more accessible to the average Amiga player. But it is, of course, the strategists who'll lap this up.

Overall, *Combat Classics 3* is an eclectically mixed bag containing a universally popular title, *Gunship 2000*, and two distinctly specialist games — though Harry quite likes both of them. True to form, these combat simulations are deep, involving and taxing, but their superficial arcade appeal may alienate them from your 'typical', frenetic arcade fan. For true fans of the genre only, we reckon. Squire. [AN]

OVERALL 84%



EXILE

Audiogenic, £14.99

My god! This is good. How on Earth did I manage to miss this first time round? I must have either been mad, asleep, or pretending to be a small town just outside Southport.

So anyway, what's all the fuss about? Well it's a lot like the 'games of olde' we often find ourselves reminiscing about, with elements of the Spectrum crinklies, *Jetpac*, *Rex*, and the great *Cybernoid* all mixed up together. It's basically an arcade-exploration game, with some nice puzzles thrown in for a good dollop of measure.

There's a storyline supplied, but as is the norm on *The One*, I'd like to take this opportunity to ignore it completely. All you need to know is that you've got to find yourself a nice big gun, open as many doors as possible, and make use of your rather excellent 'personal teleporting capability' that allows you to set markers and then voluntarily warp around the place like Captain James T. Kirk on acid (cue 'Lucy in the Sky' — Andy.).

There's an enormous map to be explored, with traps, switches, transporters, enemy guns, robots, and baddies a'go-go. You'll be glad to hear that the puzzles stand miles above the general *Dizzy*-esque pap we've become used to, with some real mind-bending problems tucked away in the darkest corners of the game.

I'm particularly taken with *Exile* as, not only does it display a real, er... display of originality, but it has tons and tons of character. The graphics, though a tad old fashioned, are quirky in the extreme, and the sound is both powerful and silly (I'm sure I heard a Monty Python "Ni!" in there somewhere).

The control method is an interesting one, and while your character is highly manoeuvrable with joystick alone, once you start manipulating his icon menus (oh! Go on with you, saucy! — Babs Windsor.) you can start to make really good use of the limited supply of grenades, along with the other objects collected.

I've deliberately not mentioned the '1995 A1200 update' that I'm reviewing elsewhere in this issue, because I'm sure I'll be referring to this original many times during that review (and though you're probably reading this review having already read the main review) I've yet to get my teeth into it.

All I can say is, if you, like me, like me, then you like me (Sorry Mr Byron, I couldn't help myself!) No, what I mean to say is that if you missed this game first time round, there really is no reason I can think of why you shouldn't go straight out and buy it now. So, er... do! [MB]

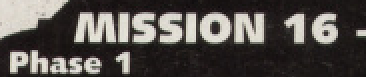
OVERALL 90%



KILL ZONE

Ben Smith of Middlesborough is becoming something of a regular star of The One's tips pages, with his neatly-written tips for CF2. The lucky litil fella will be receiving a bag of goodies in return... when we remember, that is.

O cleansing strigil! O flenshing blade! O sharpling thorns 'neath liberal day's delight festooned and layed soft about with blooms, hi. What's it like to lie 'gainst the bosom of the sky, all white and flollopy like rice pudding? Quite nice I'll be bound. For 'tis the Merrie Month of May, and the sap is quickly writing. This. (You're a damn fool, Attrill. But a brave one — Andy).

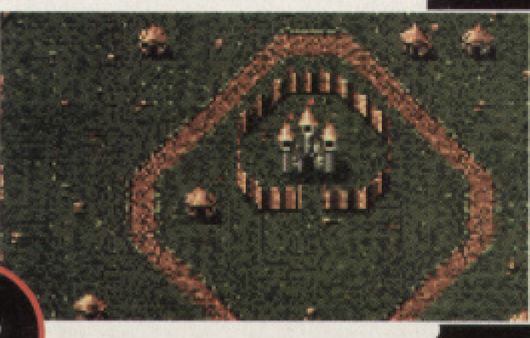


MISSION 16

Phase 1

When you start, go left behind the building and grenade the door in front of you. Split one man off, and give him all of the grenades and bazookas. Take him right to where you started, then take him southeast, then down. At the first cut on your left, grenade the door. Take him right and down, then go straight in to the first cut on your left. A car will follow you, but will get stuck in-between the buildings — grenade it.

Grenade the door which is just in front of you. Go straight left and into the thin cut you see, and get the bazookas. Keep going left until you see a car, which will get stuck on the side of the building below. Get out of the cut, and bazooka it. Go down a bit further, and bazooka the door. Go up, following a road, and continue it until you see a door with civilians coming out of it. Bazooka the door. Make a thorough search of the area, and kill any aliens you see.



Phase 2

At the start, take your men behind the bushes on your right. Take one man, and give him all the grenades. Take him left, and make him follow the road. When a car starts coming towards you, take your man below to the building alongside. Grenade the car. Now go down, and pick up the bazookas. Go back to the road and go left, then start going up — but keep in close to the building beside you. When a car comes towards you go around the side of the building and bazooka the car. Now go up as far as the screen will go, then go right and down. The car that comes towards you will get stuck on the building — bazooka it. Go down and right, follow the road right and then go up. Bazooka the building you see above you, then shoot the sniper who is northeast of you. Kill any aliens you see around (good tip — Andy.).

Phase 3

Take one of your men, and give him all the grenades and bazookas. Take him down, where you will see two boxes of grenades. Get them, then go right and grenade the turret. Go up a bit, and grenade the turret on your right. Note: if the chopper lands, grenade it any time you see it. Go right a bit, and bomb the door you see. Also, grenade the turret just below you. Keep following the road right until you see a door, and grenade it. Now go down and grenade the turret, then keep going down until you see a door on your right, and grenade it.

Go back up and left, then grenade the turret you see, along with the door that's just below you. Now go up a bit, then go left — keep going until you see a door. Bazooka it. Go down, then go left and bazooka the door. Make a thorough search of the area, and kill any aliens.

MISSION 17

Phase 1

At the start, get in the airship in front of you. Other airships will be after you, firing bazookas. You have to blow them up. Then once you've done that, bazooka any doors you see, and kill any aliens.

CANNON FODDER 2

MISSION 18

Phase 1

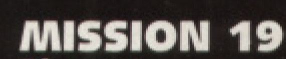
Bomb the turret just below you, take one man and give him all the grenades. Take him down a bit, and then right, and bomb the turret you see below you. Go down, and then into the cut, and pick up the bazookas. Now go down, and shoot the sniper. Go left and up, shoot the sniper, then pick up the bazookas that are on his right.

Go back to where the bazookas were, then go out of the cut and up. Go right near the ramp, then go down and shoot the turret below. Go over the bridge to your right, and bazooka the hut. Go down, then up and left, and bazooka the turret you see, along with the two doors. Now take the hostage back to where you started, where there's a first aid sign. Deliver him there.

Phase 2

Pick up the bazookas on the left, then shoot the sniper and bazooka the hut on your left. Take two men and give them all the bazookas, and take them up and bazooka the turret on your left (you have to be quick here). Go up a bit more, and bazooka the turret on your right. Go up yet more, shoot the sniper and bazooka the turret on your right.

There's a supa-doopa boosta on your right where the turret blew up, but don't get it yet. Go up even further, and bazooka the two turrets and kill the sniper. Go up a bit more, bazooka the turret on your right and bazooka the hut on your left. Take your other men and get the supa-doopa boosta. Now just finish any aliens off, then go up and bazooka any huts or turrets you see.





MISSION 19

Phase 1

At the start, go up a bit so the turret on your left can see you. It will fire at you, but should blow itself up. Keep going up, avoiding the gates, and when you get as far as the screen will go head left and shoot the sniper below. Keep going left, and shoot the other sniper you see.

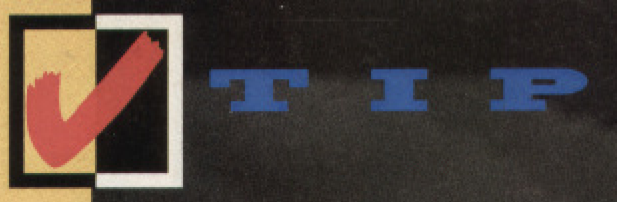
Now go back to where you started, and get in the car. Return to the place where you shot the second sniper, and jump over the ramp. Get out of the car, go down a bit, and bazooka the sniper that's at the bottom of the screen. Keep going down, then go down and right, shooting any aliens around. Get back into the car, and drive it down and to the right, then jump over the ramp.

Now drive down a bit more, and jump over the ramp there. Get out of the car and bazooka the turret on your left. Now go back and get into the car, drive left, then up and left and jump over the ramp. Go up, and then over the ramp very slowly — you have to be in line with it. Get out of the car, and into the dalek.

Blow up the electric fence around you, then go down and blow up the hut that's there. Go back up until you get to the pink patch; then keep going right along the pink path, blowing any electric fences that you see. One you get to the end of the pink path, go up and blow up the hut. Finish any enemies off.

MORE NEXT MONTH!





VALHALLA BEFORE THE WAR 2

Boy have we got a visual treat for you! Yes, it's Valhalla, Before the War I shouldn't wonder. In textual terms, you will agree that a more eclectic and pretentious procession of ludicrous juxtapositions and non-sequitors is unlikely to be conjoined this side of Salvador Dali's oh-so intellectual arse. Hey, but that's art for you!

LEVEL 1

In the room where you begin the level, you'll see this Wizard. Look at him, and he will speak to you. Take the book, and the piece of paper with 'I am Infinity' written on it. Operate the floor-tile in the bottom right-hand corner of the room, then partake of the potion of faith.

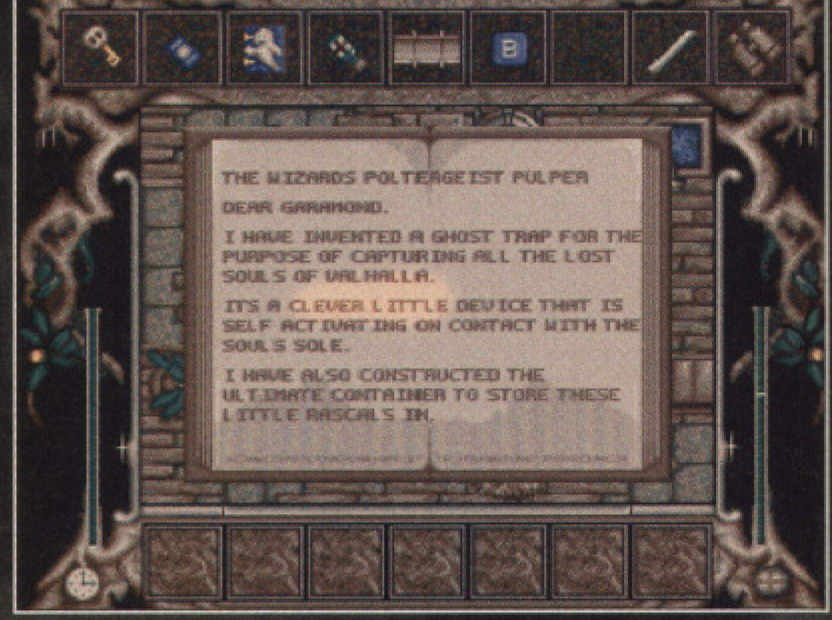
The passageway is the only way out of this room, because the Wizard blocks the exit. Your task for this level is to destroy the Wizard. The passageway is filled with hot coals; if you stand on them your stamina begins to drop. Drink the potion of faith, and leg it down the passageway.

There are quite a few rooms open to you, but the one you need is Infinity's own bedroom — the one with the racing track in it. Operate the floor tile in this room, and quaff the potion of strength. Handily situated nearby is the Oracle; look at him and he will ask you to bring him luck. Take the left-hand exit out of this room into the carpenter's workshop, take the chest key, then pull the lever to gain access to a large rock. Drink the strength potion, remove the rock, and pick up the clover. Which is lucky.

Put the clover on the Oracle, and lo! He opens the door into the maid's bedroom. At the same time he asks you for a sign. In the maid's room operate the floor tile near the suitcase to find a playing card. Another floor tile reveals a compass. Take the door key from beside the bed.

Back in the carpenter's workshop put the compass on the gambler's tomb, and take his snail. Put the compass on the map near to where you found the clover, and take the St Christopher. Go back to Infinity's room, and put the snail on the racing track. Two other snails appear, and, uncannily, they race. George's snail loses every time and you gain nothing. Hunt around until you find some Vaseline on the floor, put the snail on top of it, and George's snail is transformed into a racing snail. Put it back onto the track, but this time, incredibly, it's a dead heat and the two casket's open. Take the rusty object and the diary.

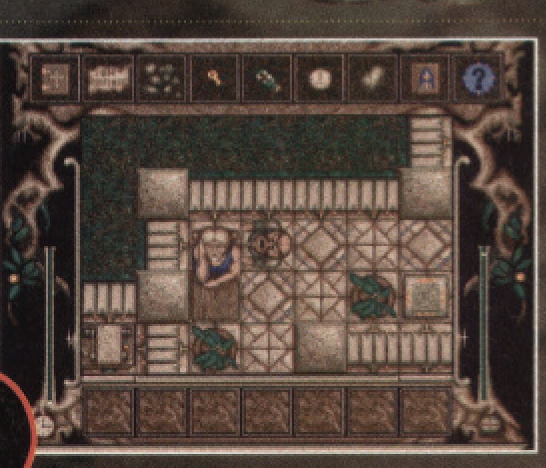
Put the rusty object on the sanding machine in the carpenter's workshop, and take the door key. Place the diary on the madman's tomb in the kitchen and guzzle the confusion spell. The first key you found opens the locked door by the Vaseline. Inside is an altar with nothing on it. Each time you walk towards it a pearl

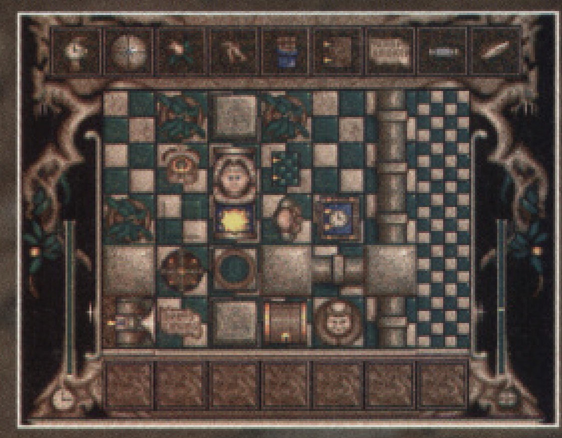


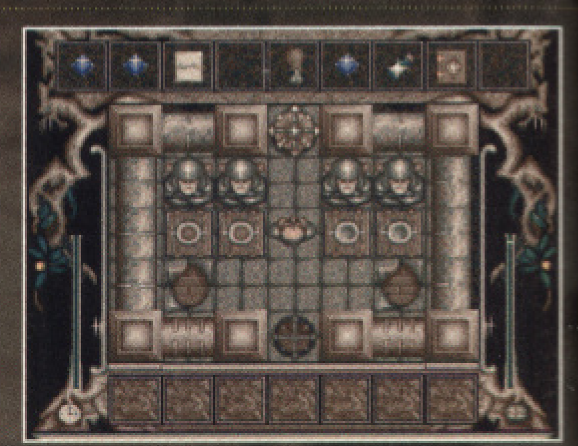
appears, but each time you get close enough to take it, amazingly, it disappears again. Take the picture out of this room. Nearby is the maid's room; put the St. Christopher on the suitcase and take the safe travel potion.

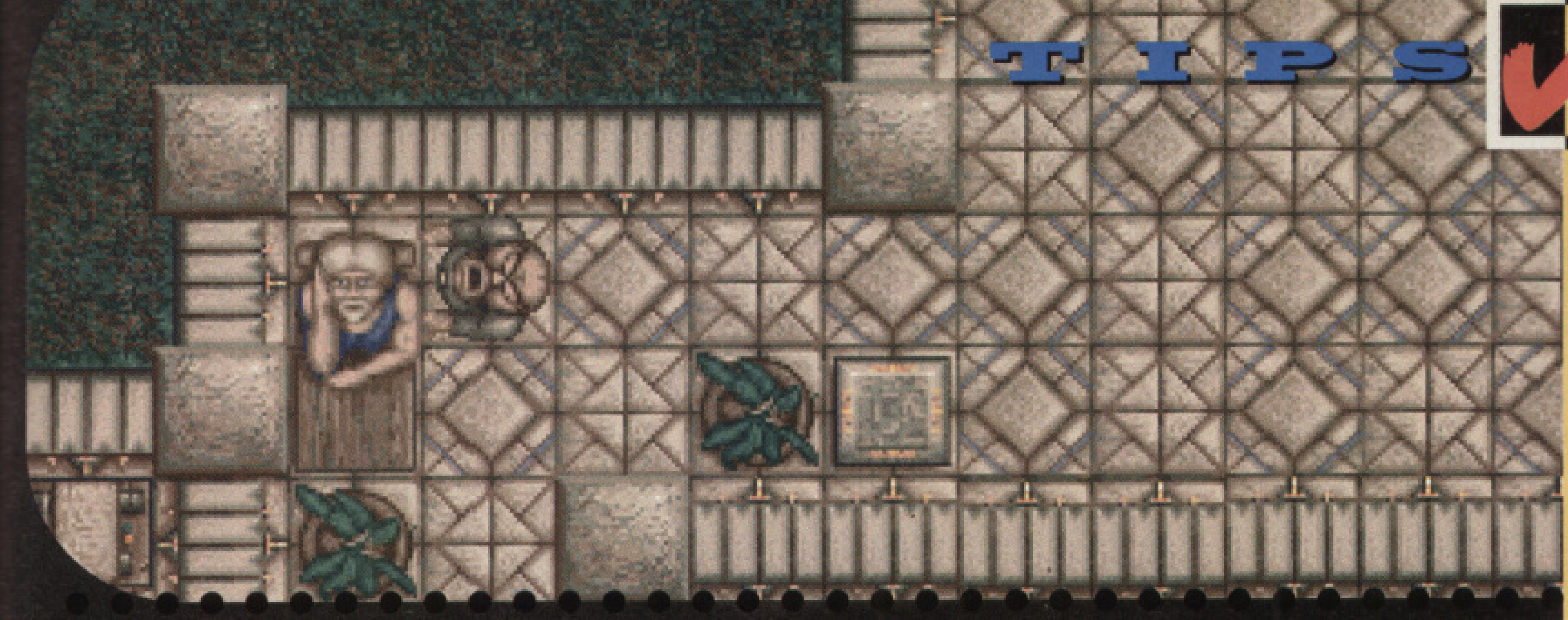
In the kitchen notice the duplication stones. The book nearby warns you of the passageway beyond the locked door. Put the safe travel potion on the duplication stone, and take both potions. Open the door with the silver key, and travel down to the electrical device. Gulp down the safe travel potion, and pass through unharmed. Pick up the sugar, the potion of lies, and the door key to get back out. Grab the note from the goblin informing you that if you give him a gift fit for a King he will disarm the passageway. The goblin sits on his sofa. Travel back the way you came before your potion runs out.

Each time you look at the carpenter he tells you he has a gift for the King. Place the confusion spell in front of him, and in his confused state he asks who you are. Stand and face him, drink the potion of lies, then look at the piece of paper in your rucksack that says 'I am Infinity'. Lying through your teeth you tell him instead that you are the King, and he will hand over a jewelled box, a gift fit for a King. Drink the second safe travel potion, and travel back down to the goblin; give him the box, and he will disarm the passageway, opening the door into the Wizard's room.









Operate the floor tile and take Infinity's teddy bear. Read the spell book that tells you how to destroy the Wizard. Travel through the door opened by a lever, taking note of the three tombs as you pass, open another door with a lever which provides you with a shortcut back to the kitchen. Take the section of pipe, and put the snooker chalk on the tomb of the hustler. Get the snooker cue.

In the wall behind the disappearing pearl, there is a small hole. Insert the snooker cue into it, and the pearl is knocked to the floor. Pick it up, (the pearl, not the snooker cue (doh!) because you'll need it (the pearl not the snooker cue, doh!) for the spell. Now you have the ingredients to make a cake. Put the cake tin on the stove in the kitchen, then drop the egg in along with the flour and the sugar. Take the cake for use later on.

Put Infinity's teddy bear on his bed, and get the sleeping pills. Put them on the tomb of the insomniac near to the Wizard's room. Take the nightmare spell, and put it in front of the cook who, 'til now, has told you to leave her alone because she's trying to have a sleep. Now, put the cake in front of her, and she'll ice it for you.

In the carpenter's workshop put the picture onto the saw, take the piece of jigsaw that fits into the incomplete puzzle nearby. The chests open allowing you to take a heavy ball and a door key. Put the piece of pipe next to the glass in the carpenter's workshop, travel to the other end of the pipe that it fits onto, then put the heavy ball on it. The ball rolls down the length of pipe and smashes the glass that was concealing the potion of faith. Save this for use later on.

Take the iced birthday cake, and give it to the maid who tells you, hilariously, that she was only joking. In a fit of abject fury, kick her stupid head in. (Sorry, only joking). She gives you a sapphire for your trouble. The book of birthstones will, rather interestingly, inform you that it's the birthstone of Libra, so put the sapphire in the scales near to the Vaseline, take the sign of Libra and give it to the Oracle who gives you a vase.

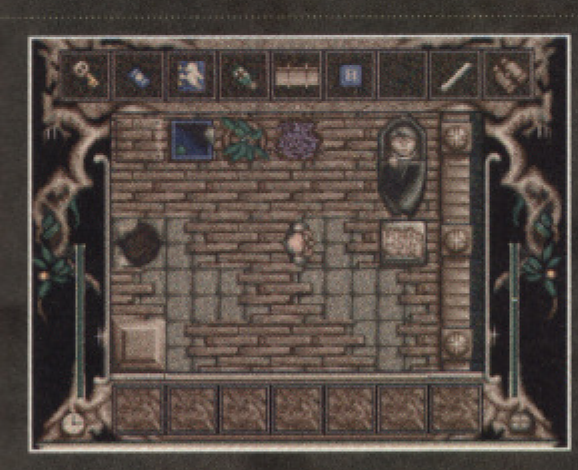
The key from the jigsaw chest opens the door into a room where there's an identical vase on one side of a locked door. Place your vase opposite, and the door opens. Before you walk inside, save your game because this is the maze. Pull the lever to open a door elsewhere, then travel past the electrical device. Once you're done, your potion timer goes up, and begins to descend informing you how long you have before the door out of the maze locks itself. The book at the entrance to the maze explains all about it. Somewhere inside here is a chest for which you have the key, and inside the chest is the Wizard's staff which you need for your spell.

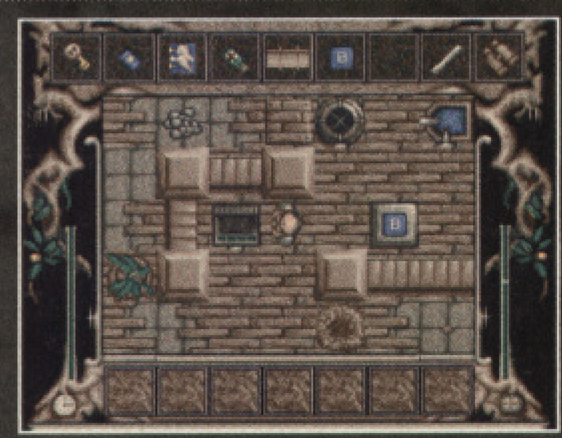


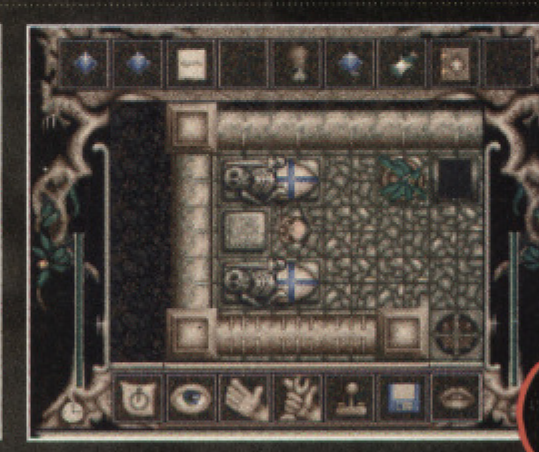
The lever in the maze opened the door below the carpenter's workshop, and inside is an old man who tells you he's hungry. Notice also the potter's wheel on which you place the clay. Operate the button on the potter's wheel, and take the soggy clay bowl. Put this on the kiln in the Wizard's room, and take the fired bowl. Fill this up with stew from the kitchen, and deliver it to the old man. He rewards you with a coin for the piggy bank in the maid's room. Take the fan and the sword from inside the chests.

Back in the Wizard's room, put the fan on the left-hand altar that prevents you from reaching the love letter. The fan blows the letter off its perch so you can take it. Put the sword on the tomb of the duelist nearby, and take the jewels; put them on the tomb of the jeweller, and take the pound note.

You now have all the ingredients for your spell. The pearl, the love letter, the pound note and the Wizard's staff. Put them all into the Wizard's cauldron, and take the banish spell. Travel back to the passageway of hot coals, drink the potion of faith and walk down it. Place the banish spell in front of the Wizard, who disappears into the floor, leaving the way clear into level two.







FLINK

Fairy is now tougher on those dirty big end of level guardians, but sadly indifferent to the softness, or otherwise of your beautiful hands.

TIPS

- Don't rush through the levels. There's no time limit.
- If you miss a baddy, go back and kill 'im — you'll need the energy.
- It's much easier to kill baddies with a chest or boulder, because only one hit is necessary. This is much safer against those who carry ingredients or health.
- After completion of a level, you can return later. This is very handy for stocking up on lives or health before you tackle the guardians.
- On the easy first level, there are three lives up for grabs:

Life number 1 — Instead of bouncing up on the springy leaf, walk through the tree and jump on to the platform, then quickly off again before it falls away. A chest will appear containing that much-needed icon.

Life number 2 — After the springy leaf on the second part of the level, walk on until you see a chest appear on a high platform. You can collect this life by bouncing on an enemy's head, and landing on the platform... easy!

Life number 3 — When you get to the stalk, jump up the first two leaves and then jump to the left. Another leaf will magically appear, and a further jump left on to the platform will gain you another 'Flink face'.

- Always attempt to knock the helicopter pilots off with the little creatures, and grab their machines before they fly off. They often allow you to reach otherwise unobtainable lives and health.

SPELL	*INGREDIENTS* 1st	2nd	3rd
QUICK GROW	LEAF	FEATHER	SILVER RING
SPIRIT BOMB	FEATHER	GOLD RING	LEAF
LIGHTNING BOLTS	DIAMOND RING	FEATHER	DIAMOND RING
DUST DEVIL	LEAF	SILVER RING	FEATHER
DEMON	GOLD RING	MIRROR	NECKLACE
SHRINK	MIRROR	NECKLACE	AMULET
SHIELD	DIAMOND RING	TEAR	GOLD RING
GHOST	SKULL	TOOTH	MAGIC ROOT
PLATFORM	FEATHER	TIGER EYE	FEATHER

END-OF-LEVEL GUARDIANS

1. HAIRY GUY ON STILTS

Avoid prongs. When the monster jumps, move underneath him and walk with him, picking up the boulder when possible. At the bridge he suddenly turns, so watch out! When he leaps again, run (or jump, because it's quicker when carrying something) towards the platforms. Climb to the top, and throw a boulder at his head.

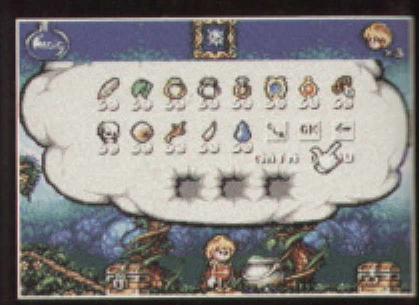
KILLED AFTER FIVE HITS



2. THREE MEN IN A WALKING MACHINE

Boulders sometimes fall from the centre of the contraption, so be careful. Walk to the right of the screen, and pick up a boulder. Bounce up on the springs, and throw the rock at the little men.

KILLED AFTER FOUR HITS



3. APE

After he's finished jumping around, apples will fall from the trees above. Move into the gap, wait for the apples to fall and pick up the bright red apple. Throw it at the ape, jump over it when it bounces off him, and repeat the process.

KILLED AFTER FIVE HITS

4. SPIRIT

Leap over his shots, and avoid his hands when he claps. Then, when the smoke clouds appear, stand up on them until they are above him, and jump on to his head.

KILLED AFTER FIVE HITS

5. WAINWRIGHT

Stand quite close to the cloaked figure, and duck or jump the fireballs. After a few, Wainwright will stop. This is your chance! Jump up on the wizard, then jump off, and keep doing this until he transforms into a dragon, and bounce upon the creatures. These, like those thrown by the helicopter pilots, should be picked up and then chucked at the head of the beast.

KILLED AFTER 13 HITS





CHAMPIONSHIP MANAGER

More tips for this ever-popular game, this time from Simon Dunnett, Paul Marsh, Gareth Hurst and Damian Leggitt, who are all self-confessed Duck-lovers.

We have found, through extensive playing, the best players for your teams. There are two 'hidden' characters, called Mark Collis and Ferrah Orosco, and they both play for Cambridge Utd in division three. Although they cost about £2.5 million each, their value jumps to about £11 million when you buy them! They are incredibly class players, and they'll get any team back on form — even Arsenal! Indeed, if you look carefully at the loading screen, you will see they are two of the programmers.

But, there are other players worth buying; and here is the best of the bunch. Bear in mind that some players won't come to your club, and some players don't do very well in other clubs.

DEFENDERS

Stig Inge Bjornebye	Liverpool
Rob Jones	Liverpool
Neil Lewis	Leicester
Marc Hottiger	Newcastle
Paul Warhurst	Blackburn

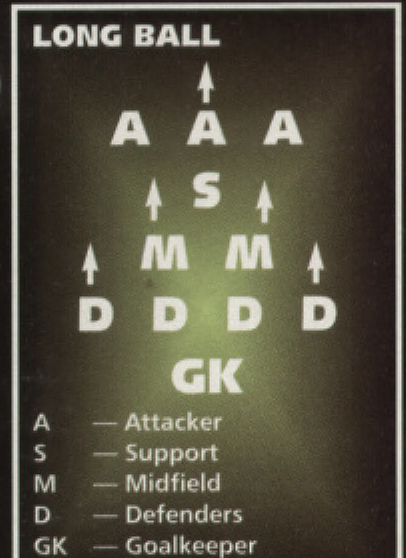
MIDFIELDERS

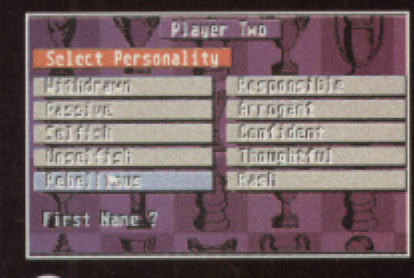
Darren Casky	Tottenham
Julian Joachim	Leicester
Graham Hyde	Sheff Wed.
Mike Marsh	Arsenal
Paul Dickov	Arsenal
Nil Lampty	Aston Villa
Matt Le Tissier	Southampton
Jason McAteer	Liverpool
Ryan Giggs	Man Utd.
John Williams	Coventry

ATTACKERS

Chris Sutton	Blackburn
Alan Shearer	Blackburn
Robbie Fowler	Liverpool
Teddy Sheringham	Tottenham
Darren Anderton	Tottenham
Paul Kitson	Derby
Tommy Johnson	Derby
Don Hutchinson	Liverpool
Peter Ndlovu	Coventry City
Jan Aage Fjortoft	Swindon
Mark Hall	Southend
Ade Akinibiyi	Norwich
Andy Cole	Newcastle
Uwe Rosler	Man City
Eric Cantona	Man Utd

And one of the best formations I have found is:

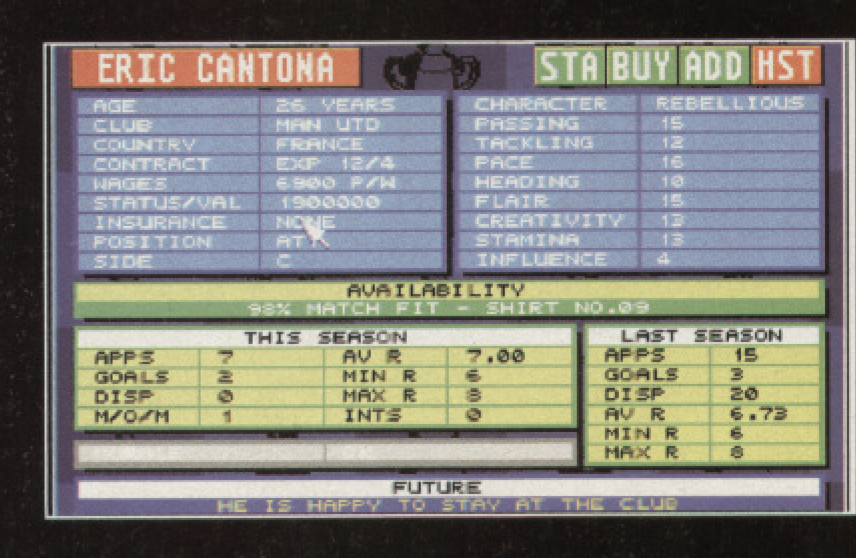




TIP 1: In multiplayer, you can sell players that are targeted by computer teams by going to the selected player targeted, and clicking on Buy. Now go to one of the other players, make him bid £0, and put the price up on the player you are trying to sell. Most of the time the computer will interfere with the bid, and offer you money for the player. Deny the first two bids, accept the third, and you will have sold the player.

TIP 2: Players going to foreign countries always play well in that season.

TIP 3: Sell players when they reach 30 or 31 years old, because they are pretty useless; and one year before they retire they are worth about £10,000 — even if before they were worth £3,000,000.





LEMMINGS 3

Has anybody here actually seen a lemming? What do they look like? Are they as easily led as Psygnosis seems to be implying? Do I, frankly, give a stuff?

SHADOW

LEVEL 16

Jump the first lemming out of the left-hand door across to the spade. The first, second and third lemmings out of the right-hand door should be allowed to fall to the platform below the trapped lemmings; block lemming 1 just to the right of landing. Turn the second one around, and pick up the ceiling plungers; make the third lemming turn, hit the blocker, and turn around. Leave a big enough gap for lemmings to land, and turn him into a blocker to trap the other lemmings.

The second lemming should now have the plungers; use them to cross the gap. He will pick up the bricks. Go back to the lemming with the spade, and let him dig through the column to the right. Go back to the lemming with the bricks, and build from the edge of the left platform in a down/right direction while the digger lemming digs through the crates and then the right column. Let the lemming that has finished building drop down and collect the spade. Let him bash through the left column, and all 32 lemmings will escape.

LEVEL 17

Turn the third lemming into a blocker. Let the first lemming pick up the spade, dig right to the plungers, and the dig diagonally up/right to avoid the purple baddy. Drop the spade and pick up the bricks, then turn around, jump across the gap and go back the way you came. Build across the dissolving stone, build up to the other lemmings, and then build up to the spade. Drop the bricks and pick up the spade to bash through to the column on the right. Drop them, pick up the hadoken, and use it on the purple baddy; pick up the bricks and build to the exit. Release the blocker to complete the level with 32 lemmings.



LEVEL 18

Three of the trapped lemmings will pick up the grenades automatically, and use the grenade when facing the other trapped lemmings. When they are all standing on the row of steel blocks, this will allow all of the trapped lemmings to group together. The lemming who starts near the exit should pick up grenades at the start. Make him throw a grenade from just under the entrance when facing right, and again from the same position facing left to free the other lemmings. Now jump the lemmings past the vulture to free all 40 lemmings.

LEVEL 19

Jump the first lemming across the gap, and let the second one fall down. Make the third one a blocker. The second lemming should leave one of the bombs midway to blow a hole through the platform. Free the lemmings, who should now all escape. The first lemming should use two bombs on the thinnest part of the platform, blocking the two lemmings, and use a third bomb to blow a hole in the floor. Drop the bombs, and pick up the spades on the roof.

Dig down the centre of the roof, through the floor, then turn the lemmings around so that they fall into a small gap to the side of the wood hut. Dig to the right to get the other spade, and then dig through the side of the building to free the other trapped lemming. Dig through the remaining column to the right, and all 44 lemmings will escape.

LEVEL 20

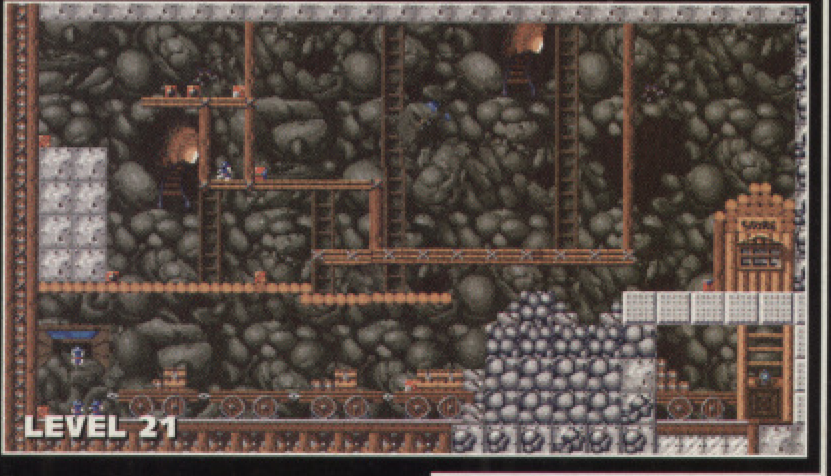
Let one lemming jump to the platforms on either side of the entrance, and then set blockers on either side of the entrance. The free lemming on the right will pick up the umbrella and float down, while the free lemming on the left will pick up the bricks and get stuck. The right-hand lemming will pick up the bomb, and jump over the traps; use the bomb on the pillar trapping the lemming. Let the freed lemming pick up the bricks, avoid traps, and build up with all the bricks you have got so that the drop for the other lemmings is not too great. The stuck lemming will build steps to free himself, and also across the gap between the train funnel and the platform. Free the other lemmings, and all 45 lemmings can escape.

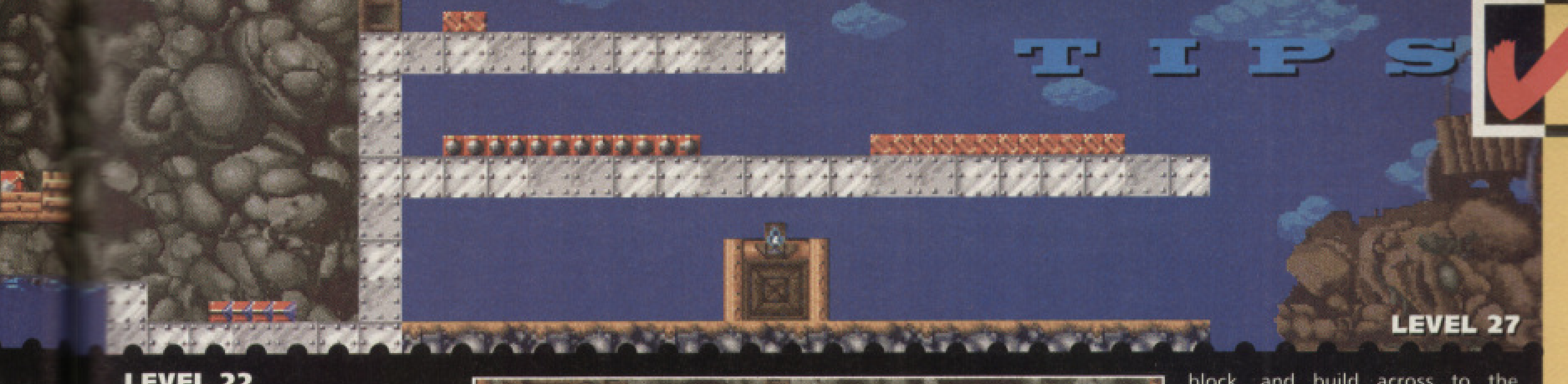
LEVEL 21

First lemming builds up to the carriages. Use two lemmings to the right to block the others; drop the bricks and pick up the spade. Drop the spade behind the bricks, pick up the bricks again, build up to the crates on the last carriage, and then drop the bricks. Pick up the spade and dig up through the rock in an up/right direction.

Pick up the ceiling plungers and use them to cross the two gaps; pick up the bricks and build up to the long platform to the right. Drop the bricks and pick up the bomb, use the bomb by the wooden column, and pick up the bricks. Turn around about 2/3rds of the way to the right, and build up/left a space between the end of the built stairs and the adjacent platform.

Drop the bricks and pick up the wall plunger, then drop down through the gap you left. Go left, and use the plungers on the steel wall. Drop the plungers, and pick up the bricks. Build up to the bombs, drop the bricks and pick up the bombs, then use a bomb on top of the spade so they fall and can be picked up by the trapped lemming. Dig to the left and fall off the ledge, walk back to the hole left by the bomb, and dig down through the remains of the platform. Walk right, and bash through the rock and pillar on the right, and release the other lemmings to complete the level with 46 lemmings.





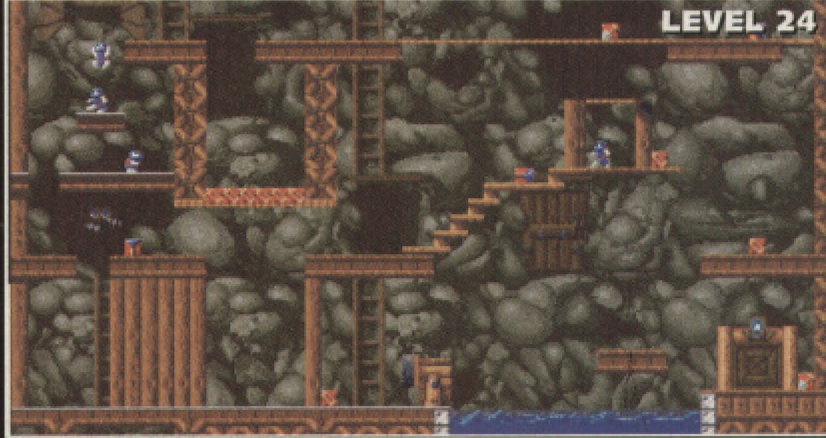
LEVEL 22

Pick up the extra time and jump the last lemming across, avoiding the vulture. Pick up the bricks and build across the gap in an up/right direction, then drop the bricks and pick up the hadokens, and fire them left towards the vultures. Pick up the bricks and build a step on the left to allow the lemming to walk back. Go right and build up to the funnel, and across the gap to the trapped lemming. Build up to the top of the area blocking the lemming, and keep turning around to dissolve the platform and pick up all of the spades. Dig down and then left to free the lemming, go back to the left and drop into the area where all the other lemmings are, and then bash through to the exit to free all 47 lemmings.

LEVEL 23

There are two entrances, and you must tackle the bottom one first — so set a blocker to the right of the top entrance. From the bottom entrance (! — Andy.) pick up the hadokens and use them on the purple baddies. Go back to the top entrance and release one of the lemmings, pick up all the grenades and then drop them. Pick up three of the four shovels, and drop them over the edge. Get the remaining spade and turn him into a blocker. Return to the bottom section, and pick up the spade; dig down and right, and then once the bottom has been reached dig right under the large column, and then up and right. Drop the spades, pick up the ceiling plunger, and use it to cross to the wall plunger. Pick up the wall plunger, and use it to climb up the three faces of the wall. Drop the plungers, and pick up the bricks to build across the gap. Release the blocker, and select the digger, then dig up and left to free the lemming, and complete the level with 48 lemmings.

LEVEL 24



Let the first lemming drop down, and get the plunger. Set blockers to the left and right of the entrance, then use the plungers across the dissolving roof to release the bricks. Continue right and pick up the wall plungers, and scale the wall to the right. Dissolve the roof of the sections with the trapped lemming. Drop off the roof, and jump from the dissolving platform to release the brick, and land on the right-hand platform. Drop the plunger and pick up the bricks, jump left to the lower platform and pick up more bricks. Build left across the water, turn around and build down to the exit. Turn again, and drop the bricks off the left edge, and head towards the exit. Jump over the exit and pick up the spade, jump over the exit again and dig through the pillar to the left. Drop the spade, and pick up the bricks, then build up/right to the bridge.

Return to where all the bricks were, and build up about 10 times, then up/left across the gap. Release the other lemmings and they will escape, then use the builder to build up to the very top platform. Let him walk to the right, and cross the dissolving platform so that the spade falls into the section where the lemming is trapped. Drop the bricks, pick up the umbrella, then go left and float down. Let the trapped lemming use the spade to the left, and then through the steps. All 49 lemmings should now be saved.

LEVEL 25

Let the first lemming pick up the ceiling plunger, and use it to cross the gap between two laser traps, and pick up the bricks. You will now be stuck here. The lemming in the third ledge down with the bricks can build vertically 12 times, and jump onto the high ledge above the laser traps. Build past the box trap, and then above the two trapped lemmings.

Drop the bricks onto the dissolving roof, and walk across, allowing the bricks to drop to the trapped lemming. Pick up the spade. Drop down into the right-hand area where a lemming is trapped. Go back to the lemmings on the third ledge down and use a digger to make a hole in the floor. Do it again on the next layer, and the two layers below will automatically dissolve, although you must avoid the three laser traps on the lowest layer.

Dig to the right, and twice more through the two long columns to release the stuck lemming, then walk to the right dissolving the platform over it and using the previously stuck lemming who has the bricks to build across the water. Get the digger to dig towards the laser traps, then get the builder to build across them, and the digger can then dig the column on the other side of the traps. The builder will build across the next two gaps, drop the bricks and pick up the ceiling plungers. Use them to get across the water, and pick up more bricks to build across the water. While he's building, release the blocker at the top so all of these can escape. Going back to the trapped lemmings, then dig through the central column and down in the centre — making sure you avoid the vultures. You now have 51 safe lemmings.

LEVEL 26

Turn the free lemming into a blocker on the left-hand side next to the steel column. The first uses the umbrella to drop down, and set a blocker so that all the other lemmings don't die. The lemming that drops down must get the spade, and dig diagonally up/left to take away some of the platform above. Drop the spade and pick up the bricks, then use the bricks to build up to the next platform. Drop the bricks and pick up the spade, and do the same as for the previous platform; then repeat this for each level until you reach the blocking lemming. Release the blocker to pick up the shovels, and build up twice, then right once, then left once to reach the top. Build up to the barrels on the right, and get the digger to dig through them. Build on the left to stand on the steel block, and build across to the entrance. Release the lemmings, and all 52 will escape.

LEVEL 27

Let the first and the third lemming out of the door go free, and set a blocker after them. Let the first lemming swim across, while the third lemming builds to the water and then back up to the first pit. Make the first lemming drop the rubber ring, and pick up the wall plungers. Use it to scale the steel wall, and then drop the plungers and pick up the bricks.

Dig diagonally left and down to the crates, then pick up the spade and dig through to the third lemming. Turn around and drop the spade, then fall down and pick up all the bricks. Release the lemmings, and then block them again on top of the top steel platform at both the front and the back. The third lemming will drop the plungers and pick up the bombs. Let the builder go down and to the right, then when he's level with the bottom platform build to the right. Then after about seven blocks build vertically upwards seven times, and then up/left twice.

At this point, set him as a blocker, make the third lemming walk about halfway down the built steps, and then use a bomb. Turn him around and turn him into the blocker. The first lemming must be freed, and now build down to the exit and release all the lemmings. All 52 saved.

LEVEL 28

Set the second lemming as a blocker. Let the first lemming jump left from the buffer onto the carriage where the trapped lemmings are. Get the spade, and jump back across to the buffer. Dig diagonally up/right through the sheriff's hut, and get four of the five spades. Jump back across to the carriage again, and dig through the roof to the first trapped lemming, then dig left through to the other trapped lemming. Dig down through the rocks, and then across through the pillars. Let the three free lemmings escape and then release one of the lemmings to pick up the final spade. Turn around and dig down through the fourth column from the right, stopping short of the end, and release the other lemmings to finish up with 54 safe lemmings.

MORE NEXT MONTH!



With the predictability of, let's say a big stone, plus, the bottom-searing pleasureability of a long dump after a particularly memorable curry, we present, Classic Tips. Have a pore over the glistening stools of I, J, K and the pips of L.



INSANITY FIGHT
To skip levels press and hold both mouse buttons, the joystick fire button and 'L'.

INTERCHANGE

Level Codes:	25 STOO
5 GLEN	30 SLOP
10 KRST	35 GONE
15 AIDA	40 KILL
20 SEAN	45 SHOT

INTERLOCK
The level codes are:

2 LEVELTWO	14 HEADACHE
3 MAINWOOD	15 ROBOTICS
4 MANDARIN	16 TPAURAGE
5 WIVENHOE	17 DINOSAUR
6 GARFIELD	18 CATEGORY
7 STARTREK	19 SPACEMAN
8 RELIGION	20 INSPIRAL
9 SUNSHINE	21 UNIVERSE
10 INDUSTRY	22 MULTIVAC
11 FLOATING	23 BOASTING
12 UNNUENDO	24 LAXATIVE
13 SAPPHIRE	25 LANGUAGE

INTERNATIONAL ATHLETICS
This method is easier than waggling your joystick until either you break it or your arm falls off. Plug your mouse and plug it in the joystick port. When you move your mouse round and round on your mouse pad, your man runs at full speed and you rack up impressive times. But you wouldn't want to, because the game's utterly arse.

INTERNATIONAL ICE HOCKEY
When you score pause the game until music stops for extra points.

INTERPHASE
At any time during flight enter 'Fenny' (note: the F must be capital, the rest in lower case to activate the cheat). As soon as you finish typing, you are taken into view mode which allows you to cycle through all the aliens and all the objects in the game. You also have complete mouse control over them — you can make them rotate, and zoom in and out, by holding down the left button and moving the mouse. To go to the next object hit the right hand mouse button.

INTERNATIONAL KARATE +
When you are knocked to the floor, pause the game and then unpause again. You will now be invulnerable. Be careful, because this works for the computer too!

Codes to type in while playing:

FREZ Freeze the game
PAC Pacman moves across screen
FISH Makes a fish leap out of water
BIRD Bird flies across screen
PERI periscope rises out of water

Other words that cause effects are:

ANBK	FOOK	SHAH	SUNL
ANGL	GLZP	SIMR	TOTO
EDHK	GPZP	STEW	

INVADERS II
For infinite energy and the best weapons available, type in JAM DOUGHNUT on the title screen.

IT CAME FROM THE DESERT
Before attempting to go into the ants' nest, you should first save Elmer to get more flamethrower fuel. Some time between the 8th and 10th (I don't remember the exact day), he will leave a note in his station saying that he is going hiking in the SW Volcanic Cone. Go to the volcano, fight the ants, and next day, visit Elmer's station. He'll thank you for saving his life and give you more flamethrower fuel.

The entrance to the ants' nest will never appear on the main map, but there are several other ways to get there:

By taking a flight from Hilber's Field.

By driving a tank from a battle going on at a nearby location.

By going south when you are in a battle at the M1 mine.

The entrance to the nest doesn't stay open long enough for you to get in before the ants start invading the various locations in the town, so you'll have to wait until they do. The 11th is the best day to enter the hole since it is very hot and there are few ants around. If you try cooler days, there will probably be too many of them around for you to handle. Also, if you decide to get to the hole by plane, you can land safely on the dirt road parallel to the tracks leading to the M1 mine.

JAGUAR XJ220
On the sound selection screen, choose the sound FX and select radio. This will cause the scenery to travel at twice the speed, yet the actual speed remains the same.Turn on the radio instead of the compact disk player and tune it to a frequency of 065.4 so that you can easily beat the lap record.When told to start engine press P twice to Finish Race.

JAMES POND — UNDERWATER AGENT
Enter code word JUNKMAN and press the following keys to get to other levels:

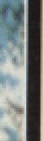
On the title screen type JUNKYARD (no space), now in-game pressing the RETURN key will toggle the cheat mode on/off. Now pressing following keys will take you to a different level, and pressing D will also make all locks disappear:

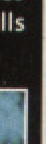
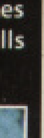
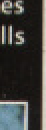
Z — Level 3	C — Level 5
B — Level 7	M — Level 9
X — Level 4	V — Level 6
N — Level 8	



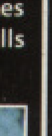
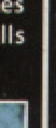
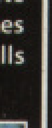
IVANHOE
Pause the game. Type ZOBINETTE followed by Return, then unpause the game. Now press Comma key for an extra life or N key to skip to next stage. The next cheat is untested, and could possibly be for an ST: Pause the game. Type JC IS THE BEST (including spaces) to activate the cheat mode, then unpause to continue. Pressing N then advances you a level. DELETE kills all on screen enemies, while CONTROL kills the boss in the bonus stage.



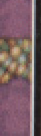
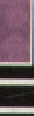









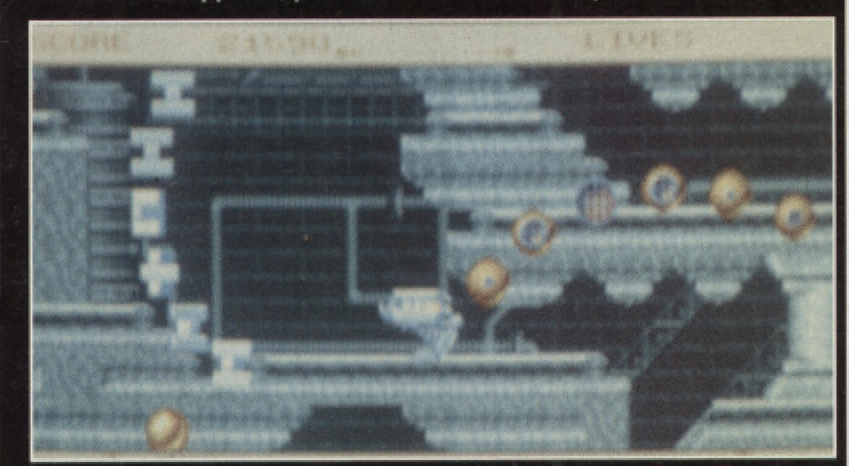


JUDGE DREDD

Log on computer as DREDD then type in BRUCKEN PLAYING HERO QUEST followed by the RETURN key, and exit. The Help key can now be used to skip levels. NOTE: It's possible that there's no space in HEROQUEST.

KILLING GAME SHOW

To call up a map of level one, section one, boot up the game as normal and when asked to hit FIRE, hit the HELP key instead. There it is. Do the same for each section. While the replay is playing press HELP to restart with 5 lives. When the GOOD LUCK...PRESS FIRE TO CONTINUE screen appears, press HELP to reveal a map to the level.



JIMMY WHITE'S WHIRLWIND SNOOKER

Enter Trick Shot mode. At any time on the table press the F7 key followed by the F4 key and finally the F1 key. A double-click sound will be heard. Return to the Control menu and access the Demo mode menu. There should be a third option — DO A RANDOM 147 BREAK. Select it and watch the computer perform 147 breaks all day long.

JOHN MADDEN'S AMERICAN FOOTBALL

Passwords:
0540300 — Quarter final
0150361 — Semi final
0550361 — Superbowl final

JUG

On the title screen hold down ESC and click the mouse pointer on the right edge of the picture to activate the cheat mode. This will give you infinite energy and lives.

JUMPING JACKSON

The level codes are:
5 — ROCKNROLL
9 — NOISES
13 — ELVIS.

KARATE KID II

Enter your name as 'MYAGI' into the high score table.During game press the P key to skip to the next level in one player mode. You can skip all the way up to the final encounter.In a two player game, you can skip to the second last screen.



KEEF THE THIEF

For something interesting in this game go up into the tree houses near the left side of the map. When you see a commercial like screen with woman in it make this spell: Rhino Horn, Black Pearl, Narcissus Root.

KICK OFF

As the computer or a friend is getting ready to take a shot, just hold down the fire button and the result will either be your keeper saving the ball or knocking it over the net.

KICK OFF 2

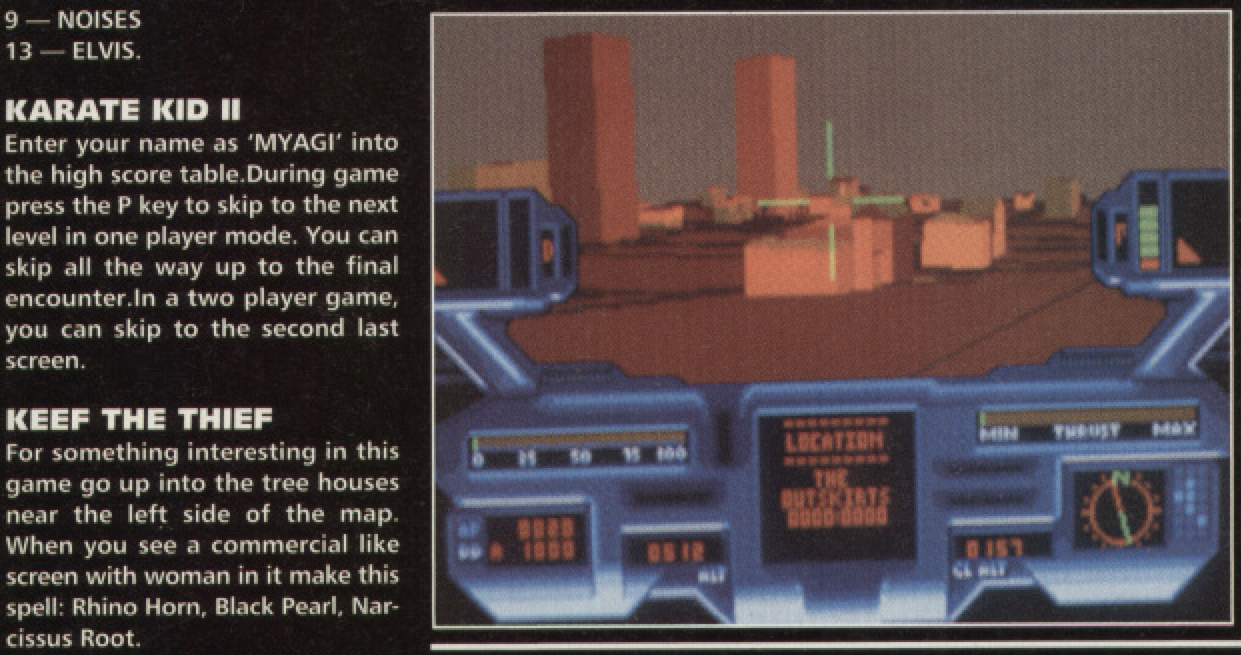
Run along the function keys until an S12 or S14 appears at the top of the screen you should now be able to sub one of your players for your opponents goalie if you do it again you should be able to score no problems.Keep pressing R when you take a penalty. This will show you where the player's going to kick the ball.

KILLING CLOUD

Level codes:
Mission 2 — A66TRDEX
Mission 3 — 2WWTR7EX
Mission 4 — Q44FRCE2
Mission 5 — 3XX8RCCM
Mission 6 — XXX8VCCN
Mission 7 — 4338VCCN
Mission 8 — W3Q8VCAM
Mission 9 — 63QTGDEX
Mission 10 — CA2TG7EF

Another set:
Mission 2 — A66TG7EZ
Mission 3 — 2WWTQ7E3
Mission 4 — QXX6G6EB
Mission 5 — 3336RWE3

When the game asks for a mission code, enter '1 KILLING' (try it with and without space). This will give you 28 nets and 29 PUPS.



KID GLOVES

Press F1 to Pause the Game, Type in RHIANNON and the game will restart. Press F9 to become invincible. If you need more goodies press F1 again, and retype RHIANNON. Now Press F8 for nine keys and spells, along with $10,000 cash. Still no good at the game? Pause again and retype the cheat, then F7 will put you onto the next level. You could also press F6 to appear in the shop, while F9 toggles immunity.

KINGS OF THE BEACH

Level codes:
1 — SIDEOUT
2 — GEKKO
3 — TOPFLITE
4 — SUNDEVIL
LOGIC ON — The computer plays for you.
LOGIC OFF — Deactivated
LOGIC ON. CHEAT ON — Obvious.
CHEAT OFF — Deactivates CHEAT ON.
EAT ME — Bigger sprites.
DRINK ME — Smaller sprites.

KINGS QUEST III

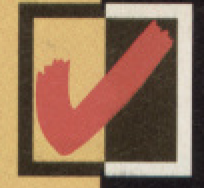
To hide your possessions from the wizard, put them under the bed. When casting a spell and asked to recite a verse just hit RETURN. The King's Quest series of games uses the debug command and interpreter for the programmers (up to KQIII) KQIV doesn't have it because of the tremendous size of the game.

Have some fun and press the ALT key, then D, then Return or Enter twice. Now type in either GET OBJECT (and type in a random number) or TP for transport (and a random number) and see what happens. It works, and if you're tired looking for a certain object the "Get Object" function works great!

KRISTAL

Fights — Proficient swordplay is essential if your to get anywhere in the game. The neck chop is one of the more effective blows, but the program blocks repetition of single moves. To get around this, occasionally switch to a different move in order to enable the neck chop once again. Give generously to the poor and you'll be a step closer to obtaining the Sword of the Spheres.

The Palace — To enter the palace, you'll need to get the invitation from the elusive Gloop, found in Novala. Once you have it, keep out of fights or you could lose it for good.



When you get into the palace,ask Nedrod three questions and he will give you the talisman, which can help you find another useful item. Answer the Princess' question with "Its a secret". She will give you the Ring of Belz, which will only work in conjunction with the spell scroll.

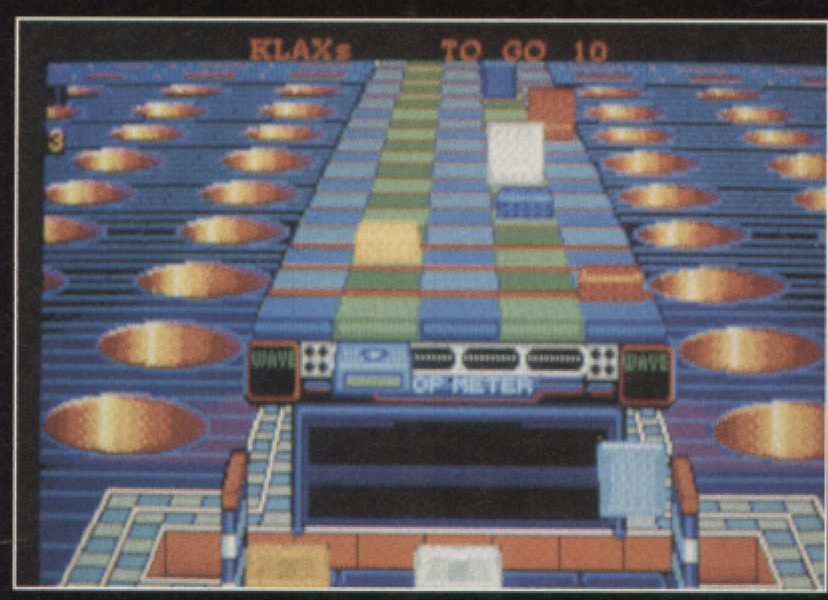
In General — Objects are not always found in the same places from game to game, so a detailed search of both fore and backgrounds is often in order. To survive the final confrontation, a high psychic rating is needed, which can be increased by donating skringles to the poor. Disorderly conduct can have the opposite effect. The safest technique in the space battles, is to slow right down as soon as you see the aliens shoot them all, then power at full steam until the next lot. Follow Readhead's ship if you see it. Heatpro tablets are necessary if you beam down to one of the hotter planets. Makes notes of what you're told, and use any new names or subjects to wheedle out every last bit of information from the characters.

LASER SQUAD

For fun do The Assassins on Level 1. Buy no armour, give the corporal an M4000 with two reloads, the next two rocket launchers with four rockets each, and the last two nothing at all. Deploy in the entrance, in the gap in the outer wall , and take the house to pieces with the rockets, waiting for droids or Regix to show up — get them with Jonlan's M4000.

LAST DUEL

Start the game, pause with the F9 key, then hold down HELP, Left Shift and 1 keys together. Unpause, and the function keys will take you through all levels. F8 gives you five lives.



KLAX

Begin play then hold down either of the SHIFT keys and SPACE together. Now press any key from 1 to 4 for different helpful effects, including infinite credits and even a free ticket to level 100. To play the last screen hold down CTRL+4 during the game.

LAST NINJA II

To board the helicopter at the end of level five you must first allow the helicopter to leave the screen, then run to the end of the building and jump in the direction that the helicopter left, making sure that you completely exit from the screen.To kill the Dragon throw a smoke bomb under him.

LAST NINJA III

1 SUSS	4 BASD
2 IMED	5 NOUS
3 URTI	6 RERO

Level codes:

Play the game and try to get into the high score list. Instead of your name, enter ILLBEBACK and start a new game. From there on you get unlimited lives, and you can choose levels with F1-F6! To kill the Dragon throw a smoke bomb under him.

KNIGHTMARE

This cheat involves the woodland section on the first level. Use the spade to help you find the five apples. Take these apples and throw them at the quest shield that hangs on the wall, and make each character consume two rabbit pies from the inventory screen. Continue with your quest and you should find that your hit points never decrease.



LEANDER

Level codes:
2: ZXSP
3: LVFT

After you have typed in the appropriate level code, enter the letters LTUS. This will give you infinite lives, and the ability to select any weapon you wish using the first five function keys.

L.E.D. STORM

When the game has loaded in, and the title screens are flipping about, type AMIGADAVIDBROADHURSTWANTSTOCHEAT. As you hit the last 'T', the message "CHEAT MODE ACTIVE — HELLO TO CAROL..." should flash onto the screen. Now your energy and fuel go down slowly, making it much easier to complete levels.

Type in DAVID BROADHURST WANTS TO CHEAT and things start to happen, like infinite lives, etc.

LEATHERNECK

Start the game and type CUTHBERTNECK, then press F3. This will give all players protection from enemy fire, but not from your team-mates' bullets. To return to normal press F3 once again.

LEGEND OF FAERGHIL

Load in several of the players that come pre-rolled on the disk, and load an original of your own. Go and sell all their equipment, have them withdraw all monies from the bank, and transfer to you. Create new characters and do the same as often as you need, and you'll have plenty of gold to properly outfit you stalwart band.

Here are the answers to some of the questions and riddles you'll be asked while you're rummaging around in the dungeons of Faerghil:

In the ELVEN PALACE
Q: Who is Findal's youngest uncle? A: SCAGNAR
Q: Who is Findal's father? A: FINDAIL
Q: Who is Findal's great parent? A: ALGANOR

In the DRAGONSERVANT'S TEMPLE
Q: What lies between myself and my opposite? A: AND

In the CASTLE
Q: What tries to go up, but stops short, has but one foot, and can not walk? A: STAIRS

In the RUINS OF ANCIENT ORACLE
Q: The more it gets, the more it eats, and has it eaten all, it dies. What is it? A: FIRE
Q: I talk without soul, I hear without ears, I talk without mouth, and I'm born in air. What am I? A: ECHO
Q: Two little windows, they have no glass, they stand together like flowers in grass. Two little windows, they show us the world, they show us the stars, the forest, the field, the fold. What could they be? A: EYES

LEGEND OF THE LOST

Enter the password screen and enter word the following six letter passwords:
2: STONES
3: LADDER
4: ESCAPE
5: LAVA
6: FINALE

You can now select which level you wish to begin on. On the password screen type the word EDLER. You should now be able to skip levels.

LEGEND OF THE SWORD

The worm can only be killed with spears, but it then blocks the tunnel. Leave it well alone! To enter the cell in the trolls cavern, get arrested by leaving the iron gates open. Search the troll's house thoroughly for the key to the gates. To take the boat, block the door of the house by the lake with the body of a humanoid.

LEISURE SUIT LARRY

You can go to any location in the game by by hitting ALT-D and entering (TP). It asks for a location number, so enter 008-045. Each number denotes a separate location in the game. Skip the proof of age questions by hitting Alt X.



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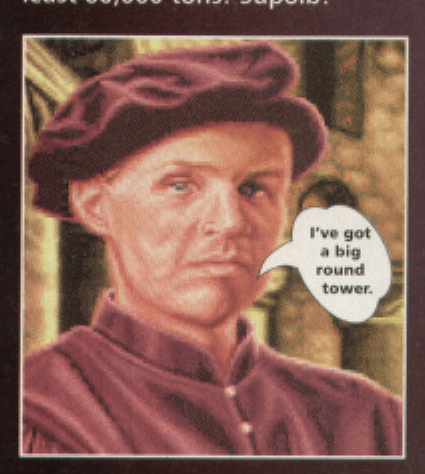
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SNIP TIPS

Tip. Tipping. Tipp-ed. Tippeous tipulations. But a few of the many totally made-up words that we like to use here, on this, the Snip Tips page. Er... yes. Quite. Certainly not the sort of thing you'd expect in a real magazine, but more than welcome here. So is that the end of the intro then? Great.

LORDS OF THE REALM
Impressions

Thanks to D Austin from Ipswich for a rather complicated, yet worthwhile cheat. Build the User Castle 4 (the triangular one) and when it's built, go to Extend Castle. Now make the castle SMALLER; consisting of one small back wall with a small round tower at both ends, two small walls — one from each tower, meeting a small gatehouse — with a small building within. Now click on End Design Work to build this new design, but demolish it straight away. Your stocks of stone and wood should now go up to at least 60,000 tons! Supoib!



TOWER ASSAULT
Team 17

Fancy playing level 4 with 234, 600 credits? Well thanks to D Higgins, you can. Just use this code: HCPJJDDAGDAAAADG

POPULOUS II
Bullfrog

Ta very much to fellow Essex-man, Neil Ross, for this rather cunning cheat that gets you out of any particularly tricky levels. Select the Conquest game you are stuck on and locate the site of the enemy's first house; remembering its location on the big world map. Now quit and go back to the main menu, selecting Conquest again. Play any old Conquest game, but make sure it's one where you have the spell that send down a Rain of Fire. Once in this old game, go to where the enemy house was located in the game you were stuck on and cast the Fire spell. As soon as the fire appears, quit back to the menu and use the password for the level you are stuck on. When you go in, the Rain of Fire will be on this map too! So sit back and watch as the fire falls on the enemy house, and you've won! Brilliant, eh?

PREMIER MAN. 3
Gremlin

A couple of tipples for the managerial delight that is *PM3*, the first from Peter Cheyne (age 12, apparently) where typing in 400040 on the phone gives all your players high fitness, morale, and both feet (why? How many did they have before? — Harry.). Anybody you couldn't previously sell will now go like hot cakes, and it'll also clear the director's debit so you can re-apply. It clears the number of votes of confidence and helps with the insurance. And if you need any money, enter 343343!

The second tip is a slightly more complicated creature, delivered fresh from the womb of Cheshire's Jonathan Baker. When you start the game, pick Halifax Town as player one and Gateshead as player two. When you come to the main screen, go to the 'Pick Your Squad' page, find your three worst players, and put them at the bottom of your reserves. Now exit this page and press the space bar to become player two — the Gateshead manager. Use the telephone and find the Conference League, choosing to view Halifax Town, and try to buy one of the three poor players. Enter £9,999,999 for the club fee and then put in a suitable offer for the player fee, wage, and contract. If you get yes, yes, yes, and (might I venture?) yes, Halifax will get their first £10 million. Do this with the other two crap players and, voila, £30 million! Now go to the briefcase and resign as manager of Gateshead. You'll now be the proud owner of Halifax Town, and with £30M at your disposal can either buy the best stadium going, or the whole of the England squad as you bomb up the league!

K240
Gremlin

Once again, Peter Cheyne (who, you'll remember was 12 yrs old) steps in with an as yet unheard of alien git for this brilliant strategy jobbie. Apparently (and the magnificent Steve McKevitt has today confirmed this cheat) by loading a saved game, but leaving the *K240* Disk 2 in the drive, you can load a position titled Babylon 5, with an extra-hard opponent! Blinding.

LEMMINGS 3
Psygnosis

Cop a load of these suicidal level codes. From somebody. We can't remember. Or trace. More next month if the owner will please come forward.

FROST LEVEL
2: IJRLDNCCCP
3: NRLDLCCDCM
4: PLDLCIOECS
5: LDLCAJVFCM
6: DLCKJVLGCH
7: LCCNVLDHCE
8: CINUNDHICI
9: CAJSMDLJCO
10: OKROLJCKCF
11: NRMENCCLCI
12: RMDLCKNMCO
13: MDLCCJWNCI
14: DNCIJVMOCQ
15: HCCNTOLPCR
16: CINVMDLQCE

HAIL
1: CAKPLFLBDG
2: IJRCFLCCDQ
3: NRLFLCADDN
4: RLFLCINEDG
5: LFLCAGVFDP
6: FLCIKTLGDH
7: LCANVLFHDF
8: CINVLGLIDP
9: CAJSMGLJDS
10: IJRMFLCKDJ
11: GPMFLCALDF
12: RMFLCKNMDR
13: MFLCAJVNDI
14: FLCIKTMODQ
15: LCANVMFPDO
16: CIOTMFLQDG

SIM CITY 2000
Maxis

Yes, it's 'Mr 12 years old' again, Peter, with a more than handy hint for this Maxis classic. Start a new game — any year on Hard level — and type FUND (in capitals) until your cash is at $60,000 (replying YES to all queries). Now go to the budget menu, into bond repayments, and click on Repay bond. Say YES to all queries to repay the bond at three percent. You should now get $50,000 every year.

FRONTIER
Gametek

Well, we gave you the Elite rating cheat with the asteroids (which seems to have gone down a real treat) but Matthew Hall suggests there's yet another rating improvement to be found by exploring the Riedquat System (-6,-3) where your father, Peter Jameson, died. Hmm...

THEME PARK
Bullfrog

Thanks to clever Darren Taylor of Dyfed (excellent! — Andy.), who reckons (and this is just a reckon, mind) that if you take out a loan and then sell your park, you don't have to pay the money back.



GAMES SURGERY

Wa-hay! We've received out first ever bit of Cyber-Surgery help, and boy is Matt The Medic excited. This now gives him a legitimate reason to waste hours on end wandering aimlessly around the Cyber-corridors of the Internet. Hurrah!

Dear Matt,
While playing the excellent *Sensible World Of Soccer* the other day, I found that I had just one bloke standing in the middle of the field. he never came under my control, he never lit up as a possible player, and he just stood there watching as the ball moved around him. Where has this fella come from, and why can't I do anything with him? Any idea?

Toby Janger
Upney.

Aha! This is actually a bug (no, surely not a bug in SWOS! — Harry) that occurs when you have a man sent off, but have called up the manager's bench and made a substitution before that player has left the pitch. Though it can be a bit confusing when this happens, it's actually quite a good thing as it means the suspended player will appear as available for the next game rather than remaining red carded. handy huh?

Dear Matt,
My Dad bought the game *Impossible Mission 2025*. We are really stuck and can't get anywhere. Please can you send us some codes, cheats or anything?

Keith White
Plymouth.

You have my sympathy Keith. You want to get yourself a new Dad, mate, one who knows which are the best games to buy. Here are some level codes for you.
Car Park: ETQFJXXD; EXQEJXDC
Office Zone: FBQDDXRE; FFQCVXIA
Industrial: FNQAYXHI; FRQYCXVL
Computer Centre: FYQOPXEF
Construction Area: GKQJYXDI; GOQJFXBK; GSQFDXZA

Dear Matt,
I would just like a quick hint for *Monkey Island*. When on the ghost ship, how do I open the squeaky door; and how do I get past Le Chuck — he's really bugging me!

Richard Chapman,
Ealing.

To open the door you need the magnetic compass from Stan's, while Le Chuck can be dispatched with a bit of the old root beer. Good luck.

Dear Matt,
Please could you help me with this little problem. On *Monkey Island 2* I have got three of the four map pieces but don't know how to get to the hut on the little island next to Phatt Island. Please help.

Nick Toone,
Sutton.



I shall read from the book of our lord (i.e. the Monkey 2 solution) from after the third map piece is collected... Sail to Scabb Island and use Stan's key to enter the crypt in the cemetery. match Rapp Scallion's quote in the book with one of the coffins and open it. take some ashes and visit the voodoo lady. try to take some 'Ash-2-Life' from her shelves. When asked, give her the ashes and the voodoo recipe book. Return to the crypt and put the 'Ash-2-Life' on Rapp Scallion's remaining ashes. Go to Rapp Scallion's Weenie shack and turn off the gas using the key you were just given. return to Rapp and resurrect him one more time to get the final map piece. Take all the pieces to Wally and do the errand he asks of you. When you return you'll find that he's been kidnapped by Le Chuck. Go to the swamp and climb into the crate to start the journey to Le Chuck's fortress.

Dear Matt,
You've been duped! That Alex Simms bloke that keeps taking over Snip Tips has given you a right old load of boots, because the A1200 *Jungle Strike* tips he gave you don't work. Do you have any tips that might actually work?

Mr Brian 'Sarcastic bugger' Jones
Brighton.



Hmm, not the sort of situation we like to find ourselves in, but yes, we have no bananas. Thanks to a D Wolfe from Suffolk, here are some correct codes... RWHGYK-BX6GG, 9WTLGOKRT49, XNS-DXN4MZYW, VMYVNZYVNT, WSDYBW7LGD9, TN4MFXT7NM4, 7LHPK9WT76N, LSPFD9WT767.

SHOW-OFF SHELF

MEDICATION REQUIRED

• John McLachlan has totally confused me with the following request... 'I'm a bit stuck on *Indiana Jones and the Fate of Atlantis*. On the team game, I can't pick up the three statue heads needed to open the second gate or the gate closes but I can reach the map room, but can't do anything. In the Wit game, I can't do that or open the third gate which Sophia usually does. Can you help me!' Now, if anybody knows just what the hell this bloke's on about, feel free to send in your answers. And some Paracetamol. Ta.

• P Miller from Tyne & Wear is having trouble finding the fourth Darkmoon key in *EOTB2*. He (or she) is also stuck in the room where the writing on the wall says "Leave many things". Any ideas?

FREE PRESCRIPTIONS

• Nurse Richard Chapman has written in with a cure for Natalie Adams' March query about *Dizzy*. To get past Denzil you need the handle from the castle to get the bucket from the well. Take the bucket to the volcano (past the two ghosts and the two bats) and fill it up with the hot water. Now take it back and pour it over Denzil. He should then give you his stereo which you should in turn give to the bard, who'll give you his flute. Take this down the well and stand on the right, at which point the rat will become mesmerised and fall down the well, allowing you past.

• Ladies and gentlemen, I'd like to introduce you to the first Cyber-doctor in the surgery. Making use of the Internet, Cyber-doctor Vincent Tijms from the Netherlands has a reply to Stewart Condle's March query about Space Quest 3...
When the Terminator has asked you for money, SAVE YOUR GAME. Now you have two methods you can use to kill the Terminator and get his belt. 1) Head south, east, and south as quickly as possible. You'll see some pods hanging in a cave on the right. If the Terminator is already here, restore the saved game and try getting here faster. Once you manage to get here before he does, leave the screen to the west, but then immediately return to it. Go east across the screen. If footprints show up before you get halfway across the screen, continue east; otherwise, head west off the screen, then come back east. Once you have the terminator following you, head southeast between the left cave support and the pods. Go east deeper into the cave. If done correctly, the Terminator will unwittingly pass under the pods, which can sense invisible people. Once the pods have eaten him, go west or northwest to his remains and USE STICK to get his energy belt out from under the pods. After you have the belt, go east to your ship. 2) Go west from the World O' Wonders, and east into the leg. Step onto the elevator and PUSH THE UP BUTTON. You'll ascend into Mog's stomach. Quickly go east and up the stairs — the Terminator will be up shortly. Position yourself just north of the foreground pulley. Once the Terminator comes up, wait until he is passing just south of the gears. GRAB THE PULLEY, give it a big tug, and the clumsy Terminator will be ground to shreds. Head back down, and GET THE BELT from among his remains. Ta (and, might I venture) da!

THE SURGERY IS NOW CLOSED

That's all folks. I'll be back next month, so send all your game queries to: Matt The Medic, Games Surgery, The One, 30-32 Farringdon Lane, London EC1R 3AU. Or you can e-mail us at: theone@cix.compulink.co.uk. But please don't phone in with queries or send SAEs, 'cause I'm getting sick of explaining to people that we don't run a help line.

Another month, another desk covered in PD disks! As usual, Matt Broughton is the man under the pile, just oozing to let you know what to buy, what to try, and what to... er, cry (over if you waste your money on). Damn! That rhyme didn't quite work, did it?



POKER MANIA

OnLine PD

Me? Enjoying a computer card game? No, it can't be true... but it is! *Poker Mania* was put in my drive purely out of duty, and yet here I am, a good hour-and-a-half later, desperate to break the bank!

The programmer of *Poker Mania* really does deserve credit. It's one thing to make an impression in the PD market, but to do it with a card game is something else! *Poker Mania* is, not surprisingly, based around the game of Ludo. Just joking, it's poker, displayed as a fruit machine, with various sub-games, bonuses, and hobnobs. You can stake up to £1 on each hand, and though you're not actually competing against any other players, the computer will pay out depending upon what it considers the odds against the hand you've presented (i.e. the odds against getting three of a kind are four to one, so bet £1 and you'll get £4, put a quid on two pairs and you'll get £2.70!)

The bonus games are very similar to the sort of thing found on pub fruit machines, with Hi-lo games, 'chase the ace', a jackpot, and various reactions tests. The presentation throughout all of these is excellent, and the sound effects are very nice (but that's probably because they've been ripped out of *Pinball Fantasies*!)

One of the most commendable things about the game is the speed. Most programmers seem to assume you want to spend ages watching all of their clever flashing lights and messages, but *Poker Mania* moves at exactly the pace you would want. If you win a bonus, it'll let you know the score, and then move back to the game before you lose interest. I set out to amass over £100, and once I had, was told that I'd completed half the game and it was time to play *Pontoon*. Excellent! Which isn't Bridge!

Pontoon uses exactly the same screen as poker, but with the buttons now selecting the Buy, Twist, Stick, and Deal options. This again is extremely slick and moves at an excellent pace.

So what can I say? I've been playing this all afternoon and am about to put it into my 'Special Box' with all the other excellent PD tit-bits I occasionally receive and play for ever. For 75p you really can't ask for much more!

OVERALL 90%

SCAVENGE

OnLine PD, Disk 0X131(AGA Only)

I'm taking a bit of a risk here because, though I'm pretty sure that this is a decent game, it's a little bit hard to tell because at the moment I've only got a small demo to go on, and every couple of seconds it interrupts play to tell you it's a demo. I KNOW IT'S A DEMO! GO AWAY! Anyway...

It's basically a two player head-to-head battle game, set in a simple maze-type affair — all viewed in an Alien Breed-esque styley. You both start the game armed only with a simple gun and a limited amount of ammo, and it's not exactly a difficult game to describe. You, er... have to kill each other.

As you chase each other around the maze, random icons appear for a few seconds at a time, bestowing such powers upon the collecting party as bombs, cloaking, reversing the opponent's controls, freezing the opponent shields, and teleports. This is particularly good as you can lure 'thick Mr Harry' down a tight corridor, drop a bomb, and then teleport out of the way just in time to watch his arse fly 16 feet into the air! Excellent.

This demo only contains the standard assault rifle and the machine gun, but the complete game offers cannons, lasers, and rocket launchers. There's also a shop in the full game that can be used to cash in money icons collected around the maze.

ZXAM SPECTRUM EMULATOR

OnLine PD, Disk 00100 (AGA only)

Hello readers, Harry here. I'm afraid I've had to step in at the last minute and write the intro for this particular PD release because young Matt is having a bit of a 'nostalgia attack'. Fortunately, these don't occur too often, and the symptoms are quite easy to spot. The first sign is sudden and extreme use of the noise "ah!" while pointing at the screen, repeating "Oh, mate! I remember this!" The next stage is the 'crowd effect' where similarly crusty staff from the office all gather around Matt's monitor and tell tales of 'BBC Bs', 'Commodore 64s', and 'Spectrums'. As far as I'm concerned, it just seems like a good excuse for some company to release lame-looking bits of pap, safe in the knowledge that sad 24 year old journalists will give it a good mark simply because it reminds them of when they had acne and no friends. Oh, hello Matt. I was just talking about you.

Yes, thanks Haz, for your wise words — rubbish, of course...

Ah! Oh mate, I remember this, I remember this! (See, told you. — Haz.) Yeah, alright smart-arse, at least I don't wish it was still 1908 so that I could walk around in enormous trousers with a ludicrous waxed moustache (alright! Break it up! — Andy.) Anyway, the Spectrum Emulator is why we're here, so let us begin...

Though there are a number of youngsters out there who won't remember a time before SNES,

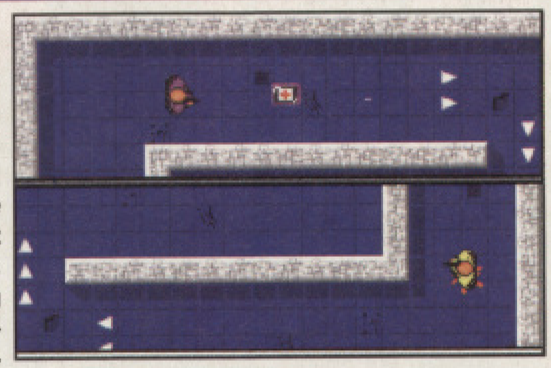


SEGA and Amiga, for us old buggers the Spectrum was a way of life. This emulator does its best to completely ruin our memories of how great games were in 'the good old days' by showing us just how poorly they've aged. Well, that's not entirely true, but it is easy to see why someone unaffected by nostalgia should wonder what all the fuss is about. (I thank you. — Haz.)

For your money, you not only get to enjoy the old operating system and crazy keyboard commands, but also get copies of the Ultimate: Play The Game classics, *Jet Pac*, *Atic Atac*, and *Knight Lore*, *Jet Set Willy*, *Manic Miner* and *Spy Hunter* complete the set, although it wouldn't surprise me to find more will be made available as time goes by.

There are a couple of different versions supplied on the disk, but if you want to play the fastest AGA version you'll need Kickstart v39+, 68020+ and (rather obviously) AGA! If you're nostalgic or just interested, this is good fun. if not, it ain't. Nuff said?

OVERALL 80%



Scavenge: £5 worth of super-game, or rip-off hybrid of Alien Breed and Chaos Engine. Either way, who cares?

It's one of those incredibly simple, but incredibly silly games, that has you roaring at each other in frustration, not to mention dripping with juices as you desperately try to get away from some mad killer git with a shotgun. There's not much more to tell you about, because it's just one of those games you have to play to understand, but there you are. Take it or leave it.

If you think you fancy this game and can't be arsed to wait until you've seen the PD demo before you make your mind up, you can purchase the full game direct from the author by sending a cheque for £5 made payable to James. A. Wright at: 21 Hawfield Gardens, Park Street, St. Albans, Hertfordshire, AL2 2PB. Hurrah!

OVERALL 90%

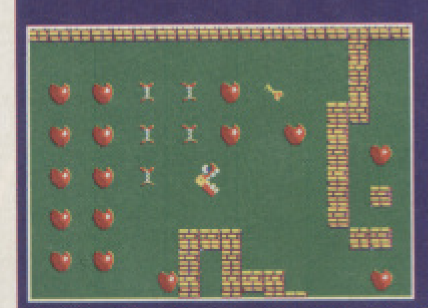
CHARLIE CHATTER

17 Bit Software, Disk 3275

On first sight, *Charlie Chatter* looks as though it's potentially another *Pacman* or *Mr Do* clone. Fortunately, it ain't. Oh no, nothing so predictable here thank you, young man... it's actually alright. The only thing *Charlie* does have in common with the aforementioned Pacster, is that he's into the general 'wander around with no legs eating things' scene.

As the game starts, everything seems to be in order. You can wander around a maze, eating apples and generally enjoying yourself, but then, all of a sudden, the walls start to move in on your position. Oh my god! We're all going to die! But no, it's all part of the game... phew.

Your task is basically to keep within the boundaries of the screen, eating apples and trying to guess where the page is going to scroll next. It's a bit crafty and a bit nasty though, because just when you think you know where the screen's going, it changes direction, forcing you to peg it back up a tight corridor before the lethal screen edge touches you. And it doesn't end there...



As well as apples, the screen contains a number of keys which, when collected, will open up sections of wall. Of course, being gits, the programmers have made it so that the keys can also close off sections. Quite early on in the game you trundle confidently into a section of maze and eat a key, only to find that it's closed the door behind you, leaving Charlie helpless as the screen plods off in the other direction.

This all makes for a game of memory (as you have to start again, remembering where you went wrong) and a game of nerve (as you hide in a dead-end corner, praying!)

It's all quite slick, but to be honest it doesn't have enough going on to give any lasting appeal. Not offensive but, similarly, not exactly addictive.

OVERALL 62%

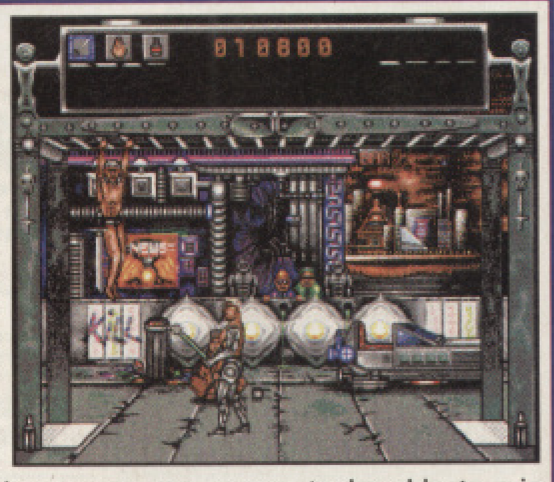
MONEY MONEY MONEY!
• 17 Bit Software, 1st Floor Offices, 2/9 Market Street, Wakefield, West Yorkshire WF1 1DH
Tel: 01924 366982
• OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX
Tel: 01704 834335
BBS: 01704 834583

CYBER GAMES

OnLine PD, Disk 06108A (2 disks)

A few years ago there was a right old load of old fuss 'n' nonsense when a game called *Barbarian* appeared on the Spectrum, accompanied by some 'rather provocative' packaging. The packaging in question was actually rather amusing, and featured page three girl Maria Whittaker doing what she did best (i.e. standing there looking , er... titillating, with very little on) along with the bloke who ended up as Wolf from *The Gladiators* (who similarly had very little on — it's just that you didn't care because he was such an ugly bugger).

So anyway, it all got very silly, with Boots refusing to put the product out on the shelves, and lots of teenage boys getting 'feelings' they didn't really understand. To make matters worse, the game featured two muscular gladiators (oh, a bit of a coincidence — what with Wolf and everything!) who tried their very best to chop each other's heads off with sharp pointy metal sticks. Lots of mothers complained, because not only did they have to keep sedating their hormone-enraged sons every time Maria glistened in their direction, but they weren't too chuffed with all that gore and stuff either (you have to remember that this was before *Mortal Kombat* existed).



And why have I bored you with this tale? Well it's because *Cyber Games* is a complete rip-off of the aforementioned *Barbarian*. You are a Cyber-gladiator this time round, and have a basic selection of moves, the most important of which is the head-lopper. Unfortunately, by just holding down this move as soon as each battle starts, you appear to be able to win every time. Hmm clever bit of play testing there.

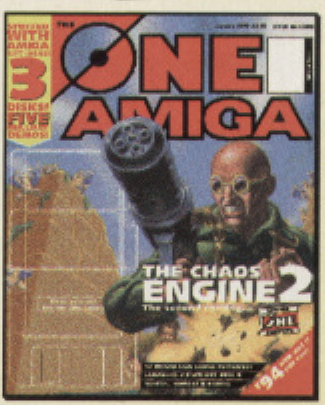
There's a cybershop to enter and buy silly toys such as spikes and throwing stars, while opponents come complete with intro screens and threatening messages.

It's really all quite poor really, and if it wasn't for the nostalgic remembrance, I would even have bothered to mention it. Anyway, don't buy this. Bye.

OVERALL 23%

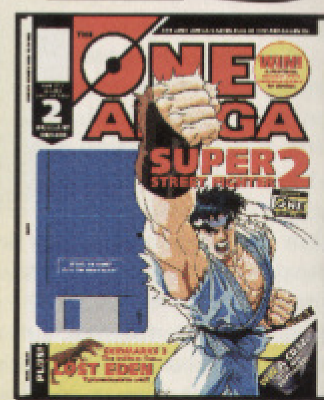
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JANUARY 1994

ON THE DISKS! Galactic: The Xmas Remix, a complete game from Stavros Fasoulas — plus a demo of Zool 2 and a complete A1200-only PD game! *WiPPED!* Universe, Cool Spot, Dennis & Gnasher and Heimdall 2 Part 2! *REVIEWED!* Mortal Kombat, Zool 2, T2, Microcosm, Bubba 'n' Stix and loads more. *TIPPED!* Players' guides to Body Blows Galactic, Combat Air Patrol, Jurassic Park and bundles more! *PLUS!* Programmers of Liberation speak! Massive preview of the games scheduled for release in '94.

JUNE 1994

ON THE DISKS! Armour-Geddon II, Gulp! Kung Fu Charlies! *WiPPED!* Super Stardust, Dragonstone, Embryo, Ruff 'n' Tumble, Kick Off 3! *REVIEWED!* Elfmania, Armour Pond 3, Traps 'n' Treasures, Last Action Hero, Bump 'n' Burn and a cast of thousands. Well, three actually. *TIPPED!* Complete solutions to Darkmere and Beneath a Steel Sky and a few other unimportant stragglers. *PLUS!* Some other interesting feature sensations, which weren't exactly about games.

JULY 1994

ON THE DISKS! Sensible Soccer International, Out to Lunch! Empire Soccer, Quik! *WiPPED!* Kid Chaos, Top Gear 2, Wild Cup, Psycho Pinball and several more! *REVIEWED!* Out to Lunch, Banshee, Crash Dummies, Impossible Mission 2025 is all I can remember! *TIPPED!* K240, Perihelion, MUPLC, Armour-Geddon II and ensemble. *PLUS!* The History of the Amiga before it all went went horribly wrong. With some pictures. Of us. Again.

SEPTEMBER 1994

ON THE DISKS! Ruff 'n' Tumble, Putty Squad, Dragonstone! *WiPPED! Cyberwar* (doh!) King of Thieves (doh!) ATR, Football Glory, Litil Divil and a hatful of songs! *REVIEWED!* Universe, Pinkie, Ishar 3, The Clue, On The Ball and sackful of dreams! *TIPPED!* Benefactor, Valhalla, Kings Quest 3, Out to Lunch, James Pond 3! *PLUS!* Brains! Who is the Amiga's cleverest programmer? And more than one other thing too, I shouldn't wonder.

OCTOBER 1994

ON THE DISKS! Alien Breed 2: Tower Assault, Zonked! (or X-IT as it is now very cleverly called) Sensible World of Soccer! *WiPPED!* Jungle Strike, Mega Race, PGA European Tour, and doubtless some further games in the making! *REVIEWED!* Theme Park, Litil Divil, Gulp!, Starlord, Reunion etc. *TIPPED!* Kid Chaos, Heimdall 2, Ishar 3 etc. etc.! *PLUS!* Peter Molyneux coughs up! And 'Everything you ever wanted to know about the Amiga, but probably already knew anyway'.

NOVEMBER 1994

ON THE DISKS! Aladdin! Embryo, and, er that's more than enough for you buggers! *WiPPED!* Cannon Fodder 2, Powerdrive, Premier Manager 3 and a whole lot more! *REVIEWED!* Aladdin, FIFA Soccer, Football Glory, Guardian, Zonked! Which never came out, until now. Under a different name. *TIPPED!* Universe, Benefactor, Litil Divil and the rest of the games! *PLUS!* Dominic Diamond. Is Simon Byron's best mate. Because he's on telly.

DECEMBER 1994

ON THE DISKS! Rise of The Robots! And Mortal Kombat II. And really, we do rather spoil you! *WiPPED!* The Lion King! Mortal Kombat II, Sensible Golf et tout les autres. *REVIEWED!* Cannon Fodder 2, Premier Manager 3, Zeewolf, Jungle Strike, PGA European Tour! And so many more that my head's fallen off. *TIPPED!* Reunion, Robinson's Requiem and ladies accessories. *PLUS!* A fandabidozi MKII Poster! And that's it!

JANUARY 1995

ON THE DISKS! Jungle Strike! Battle Tanks! Holiday Lemmings! Skidmarks 2! Base Jumpers! Yes that's right the five of them. At the same time! *WiPPED!* The Chaos Engine 2! Pizza Tycoon! Shadow Fighter (special bluey edition)! *REVIEWED!* Mortal Kombat II, Dreamweb, Pinball Illusions, ROTR, Overlord, and far too many golden moments to mention here. *TIPPED! Zeewolf, Crystal Dragon, UFO ohh and I don't know, more games than you can shake a stick at! PLUS!* Behind You! The best games of 1994 (allegedly)! And tons and tons of insincere Xmas cheer!

FEBRUARY 1995

ON THE DISKS! Marvin's Marvellous Adventure! Shadow Fighter! and, rather predictably, that's your lot! *WiPPED!* Chaos Engine 2 (again), Boo!, Master Axe and a complete hatful of songs! *REVIEWED!* The Lion King, Bloodnet, Flink, Dragonstone, Shadow Fighter and more! Games. *TIPPED!* Mortal Kombat II, Lemmings 3, Sim City 2000, Tower Assault and other sundry old lags! *PLUS!* The Eliza Files: The Fluff with the Guff corners some poor unsuspecting swine from the software industry and asks him about his mum.

MARCH 1995

ON THE DISKS! Valhalla: Before the War! FIFA International Soccer! and, rather lamely, that's it for March! *WiPPED!* Worms! Chaos Engine 2 (is there no end to it?), Pussies Galore!, Elite III (Frontier 2)! Alien Breed 3D! *REVIEWED!* ATR, Speedball CD32, King Pin, Skeleton Krew, Valhalla: Before the War and a tin of pineapple chunks! *TIPPED!* Lemmings 3! Cannon Fodder 2! Shadow Fighter and Teacake for the Derby! *PLUS!* The Eliza Files: More blaggery from the slaggery *AND!* Censorship. We fail to adopt a coherent position on this crucial subject!

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....Postcode.................

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EDITOR Andy Nuttall ● DEPUTY EDITOR Matt Broughton ● FEATURES EDITOR Harry Attrill ● ART EDITOR Jo Winslow ● DESIGN Petrea Doyle ● CONTRIBUTORS Simon Byron, Tim Green, Sarah Tanser ● MANAGING DIRECTOR Terry Pratt ● PUBLISHING DIRECTOR David Kelly ● WOLVES MANAGER Graham Taylor ● HEAD OF MARKETING AND CIRCULATION TBA ● MARKETING Fiona Malloch ● EDITORIAL OFFICES Priory Court, 30-32 Farringdon Lane, London EC1R 3AU Telephone: (0171) 972 6700 Fax: (0171) 972 6710 e-mail: theone@cix.compulink.co.uk ● ADVERTISING OFFICES Abbots Court, 34 Farringdon Lane, London EC1R 3AV Telephone: (0171) 972 6700 Fax: (0171) 713 1975 ● DISTRIBUTION Frontline Ltd, Park Road, Peterborough PE1 2TR Telephone: (01733) 555161 ● SUBSCRIPTIONS & BACK ISSUES Tower Publishing, Tower House, Sovereign Park, Lathkill St., Market Harborough, Leics. LE16 9EF. Telephone: (01858) 468888 ● SUBSCRIPTION RATES 12 issues (inc. postage): UK and BFPO: £47.40. Overseas Surface Mail: £49.00. Airmail (Europe and Eire): £50.00. Airmail Zone 1: £75.00. Airmail Zone 2: £83.00 ● Printed in the UK by Nuffield Web ● Please send faulty coverdisks to: The One Coverdisk Returns, Diskxpress, Unit 7, Willow Court, Bourton Industrial Park, Bourton-on-the-Water, Gloucestershire GL54 2HQ. Remember, any coverdisk problems sent to us will remain unanswered. So, er, don't ●

WIN!

A PLACE IN GAMING HISTORY!

WITH BLACK MAGIC AND GLOOM!

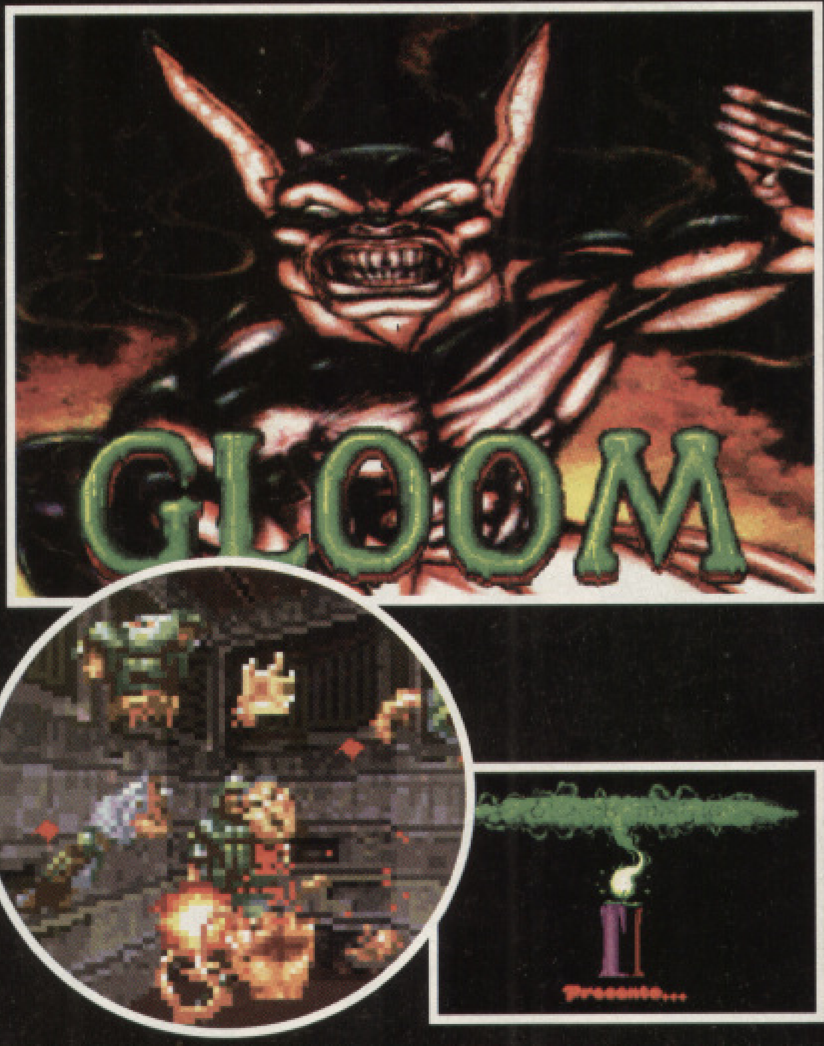
Who knows the secret of the Black Magic box? Er — I do, actually, and here it is. The next time some coal-sucking Welshman sidles up to you and calls you 'a gloomy bugger', I suggest the following disembowelling retort: 'You know what Andy, you're right!'

If you're an impatient little Ian, and you've already played the oddly-configured alien pants off our gutsy *Gloom* cover demo, then you probably already know what I'm on about. But, if due to some freak conjunction of circumstances, perhaps involving a cat, a banana and a soda-syphon, you have yet to sample its visceral delights, then I'd better explain. You see, our eyecatching *The One* logo is plastered all over two of the corridor walls in *Gloom*, so everyone at *The One* can quite literally, nay graphically, claim to have been 'in' *Gloom*.

And what's more, this spicy jumbolya of happenstance and no-nonsense programming gumption has given us an idea for a brilliant competition. No, but it has, though. Would you like to be 'in' *Gloom*? Would you like to see your very own sweet face staring at you from the innermost cyber-walls of the murkiest, most murderous *Doom*-clone to barge its way rudely on to the Amiga? No? Well, you can sod off then. This competition is for those of you who do.

TRIPE & ONIONS

This, in the best possible taste, is all you have to do. Simply match the correct anatomical term from the list, to the freshly butchered body part or organ we've taken from *Gloom*. Send your answers in to us, together with a decent passport-quality photo of your good self, together with the completed tie-break phrase. And the winner will get their lovely face plastered all over *Gloom!* Send your completed entries using the ever-so-friendly entry form provided, or clearly marked on a postcard or back of a stuck-down envelope, to: What A Gutsy Performance, *The One*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. All the usual competition rules apply, and the Editor's decision is absolutely final. And that's for damn sure as mustard.



NAME: ______________________

ADDRESS: ______________________

POSTCODE: ______________ TOWN: ______________

TIE BREAKER: I THINK MY FACE SHOULD BE IN *GLOOM* BECAUSE: ______________________

____

______________________ NOW PLEASE NUMBER THE BITS.



THE NAMING OF THE PARTS

- THE SPLEEN ___
- THE HAND ___
- THE SMALL INTESTINE ___
- THE TORSO ___
- THE HEAD ___
- THE LUNGS ___
- THE SMALL BOWEL ___
- THE APPENDIX ___
- THE UPPER ARM ___
- THE PANCREAS ___

1 2 3 4 5 6 7 8 9

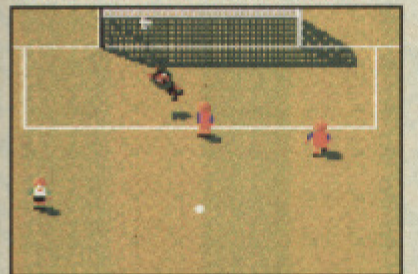




FANCY LEAGUE

In the glorious tradition of *Grandstand* and *Match of the Day* I shall be leading you, tummies all a-tingle, to the various grounds around the Fancy League for our exciting post-match reports. Predictably, though, they may never include news of your favourite team, and only Liverpool will ever get extended highlight coverage, even if another, less fashionable team is setting the pace at the top of the table. At least that's what Andy Nuttall thinks.

BAYERN MUNICH 4 LIVERPOOL 3



Tee hee. The Scouse defence is ripped apart for the fourth time by the Beasts from Bayern. Ha!

GALATASSARAY 1 LIVERPOOL 1



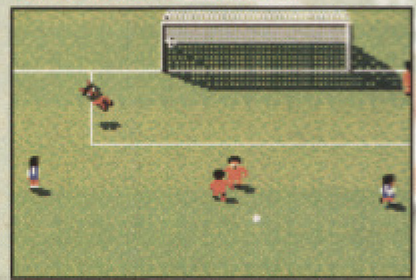
Only a yellow for Barnes after giving away this important spot-kick? Incredibly, yes!

BLACKBURN ROVERS 2 FC PORTO 1



Calmly, Alan Shearer nets his second of the game as Porto's defenders remain static.

FC PORTO 2 LIVERPOOL 0



Once again, James is powerless to stop Drulovic from netting his spectacular second goal.

TOP TWENTY

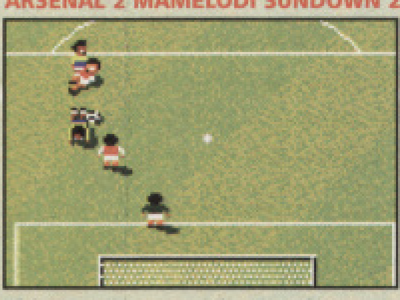
Posn.	Team Name	Manager	Points
1	? INCORPORATED	IAN SHAW	144
2	GAETAN	JAMES DROLET	110
2	THE DEATH ROW POSSE	JOHN PORTER	110
4	GLAM PLASTIC FOOTBALLERS	PAUL WILCOX	107
5	THE PENNY DROPS	MARK PULLEN	106
6	MARTIN COOK	MARTIN COOK	105
7	SAD OLD GITS	STUART WELLARD	103
7	CROSSLEY	MICHAEL CROSSLEY	103
9	NIRVANA FC	THOMAS BILLINGHAM	102
10	KIRKWOOD ROVERS	GARY McINTOSH	99
11	ANDY'S A TEAM	ANDREW CLARKE	98
12	THE STUDDIN LOBBINDIKES	MARTIN COOHILL	97
12	NBA HANGOVER	KARL JENNINGS	97
14	THE £17 MILLION TEAM	CHRISTOPHER JONES	93
15	THE MAGNIFICENT XI	CHRIS CAGE	92
15	MONITOR MEN	ANDREW THOMSON	92
17	U BETTER DU GOOD	DAVID TIEMROTH	91
17	SHAGGY UNITED	JOE DOODLEY	91
17	TEAM OF DOOM	GAVIN THOMAS	91
17	MEZA'S MAIN MEN	MR. J. MERRIT	91

AJAX 3 RANGERS 1



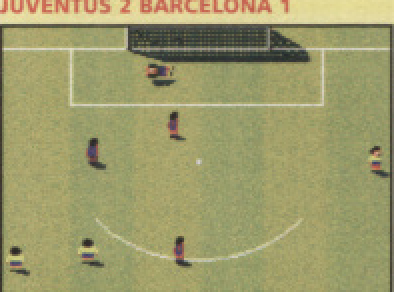
Mark Hateley collects the season's first booking as Rangers get a scouring from the Dutchmen.

ARSENAL 2 MAMELODI SUNDOWN 2



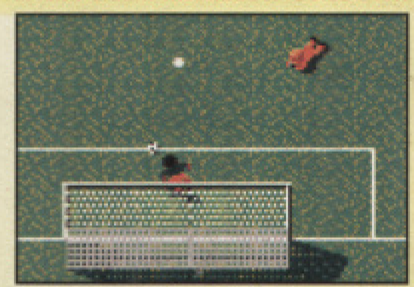
This penalty gave the South Africans a well-deserved point against the boring Londoners.

JUVENTUS 2 BARCELONA 1



Even this corker from Hristo Stoichkov couldn't prevent Juventus's Baggio scoring twice.

LIVERPOOL 2 MAMELODI SUNDOWN 3



Quite simply the best own goal ever. John Scales beats David James as The Reds tumble again.

LIVERPOOL 1 BLACKBURN 1



Shearer writhes in agony as Donkey Scales gets a let-off. Shearer missed three games.

RANGERS 2 LIVERPOOL 1



This predictable Fowler header from the corner wasn't enough to clinch victory. Ha, Ha.

ARSENAL 2 JUVENTUS 1



Jurgen Kohle collects the League's first red card as Juventus succumb to the goal-shy Gunners.

PARIS ST. GERMAIN 3 JUVENTUS 2



Could this acrobatic save have kept the Parisians in the game? I can't remember.





AC Milan (Italy)

Player	Pos	No.	GLS	PTS
Sebastiano Rossi	G	0101	0	-7
Christian Fanucci	D	0112	0	-11
Franco Baresi	D	0113	1	-7
Alessandro Costacurta	D	0114	0	-11
Paulo Maldini	D	0115	1	-7
Roberto Donadoni	M	0126	1	4
Demetrio Albertini	M	0127	1	4
Marcel Desailly	M	0128	3	12
Gianluigi Lentini	M	0129	4	16
Dejan Savicevic	A	0130	5	15
Alessandro Melli	A	0131	9	27

Barcelona (Spain)

Carlos Busquets	G	0501	0	12
Albert Ferrer	D	0512	0	6
Ronald Koeman	D	0513	0	6
Abelardo Fernandez	D	0514	1	10
Guillermo Amor	M	0525	4	16
Miguel Angel Nadal	M	0526	1	4
Josep Guardiola	M	0527	2	8
Jose Maria Bakero	M	0528	3	12
Sergi Barjuan	M	0529	2	8
Hristo Stoichkov	A	0530	7	21
Romario	A	0531	5	15

Galatasaray (Turkey)

Gintaras Stauce	G	0901	0	-30
Norman Mapeza	D	0912	0	-32
Mert Korkmaz	D	0913	0	-32
Yusuf Altintas	D	0914	0	-32
Bulent Korkmaz	D	0915	2	-24
Okan Buruk	M	0926	0	0
Suat Kaya	M	0927	1	4
Tugay Kerimoglu	M	0928	0	0
Hakan Suker	A	0939	1	3
Kubilay Turkyilmaz	A	0930	4	12
Saffet Sancakli	A	0931	8	24

Mamelodi Sun. (S. Africa)

Craig le Grange	G	1301	0	-16
Samuel Kambule	D	1312	0	-18
Johannes Modau	D	1313	0	-18
Lucky Molefe	D	1314	0	-18
Joas Magolego	D	1315	0	-18
Ernest Chirwali	M	1326	1	4
Rabbie Moripe	M	1327	1	4
Moses Morodi	M	1328	0	0
Zane Mosa	M	1329	2	8
Lovemore Chafunya	A	1330	5	15
Bennett Masinga	A	1331	2	6

Ajax (Holland)

Edwin Van Der Sar	G	0201	0	2
Michael Reiziger	D	0212	0	-3
Danny Blind	D	0213	0	-3
Frank De Boer	D	0214	0	-3
Finidi George	M	0225	1	4
Frank Rijkaard	M	0226	2	8
Edgar Davids	M	0227	0	0
Jari Litmanen	M	0228	2	8
Marc Overmars	M	0229	4	16
Patrick Kluivert	A	0230	8	24
Ronald De Boer	A	0231	11	33

Bayern Munich (Germany)

Oliver Kahn	G	0601	0	0
Oliver Kreuzer	D	0612	0	-4
Lothar Matthaus	D	0612	0	-4
Thomas Helmer	D	0614	1	0
Jorginho	M	0625	2	8
Christian Nerlinger	M	0626	1	4
Markus Schupp	M	0627	1	4
Mehmet Scholl	M	0628	0	0
Christian Ziege	M	0629	2	8
Jean-Pierre Papin	A	0630	3	9
Alain Sutter	A	0631	7	21

Juventus (Italy)

Angelo Peruzzi	G	1001	0	-6
Ciro Ferrara	D	1012	0	-10
Luka Fusi	D	1013	0	-10
Jurgen Kohler	D	1014	0	-10
Moreno Torricelli	D	1015	0	-10
Angelo Di Livio	M	1026	0	0
Antonio Conte	M	1027	0	0
Paulo Sousa	M	1028	1	4
Didier Deschamps	M	1029	0	0
Roberto Baggio	A	1030	5	15
Gianluca Vialli	A	1031	8	24

Man. United (England)

Peter Schmeichel	G	1401	0	19
Paul Parker	D	1412	0	13
Steve Bruce	D	1413	1	17
Gary Pallister	D	1414	0	13
Dennis Irwin	D	1415	1	17
Andrei Kanchelskis	M	1426	1	4
Paul Ince	M	1427	0	0
Roy Keane	M	1428	1	4
Ryan Giggs	M	1429	4	16
Eric Cantona	A	1430	8	24
Mark Hughes	A	1431	5	15

Arsenal (England)

David Seaman	G	0301	0	-4
Lee Dixon	D	0312	1	-3
Steve Bould	D	0313	0	-7
Tony Adams	D	0314	1	-3
Nigel Winterburn	D	0315	0	-7
David Hillier	M	0326	1	4
John Jensen	M	0327	0	0
Stephen Schwarz	M	0328	6	24
Paul Merson	M	0329	3	12
Kevin Campbell	A	0330	8	24
Ian Wright	A	0331	7	21

Blackburn Rovers (Eng)

Tim Flowers	G	0701	0	-11
Henning Berg	D	0712	0	-13
Tony Gale	D	0713	0	-13
Colin Hendry	D	0714	0	-13
Graeme Le Saux	D	0715	0	-13
Stuart Ripley	M	0726	0	0
David Batty	M	0727	0	0
Tim Sherwood	M	0728	1	4
Jason Wilcox	M	0729	0	0
Chris Sutton	A	0730	0	0
Alan Shearer	A	0731	5	15

Lazio (Italy)

Luca Marchegiani	G	1101	0	3
Paolo Negro	D	1112	1	3
Roberto Cravero	D	1113	0	-1
Jose Chamot	D	1114	0	-1
Giuseppe Favalli	D	1115	3	11
Roberto Rambaudi	M	1126	3	12
Aron Winter	M	1127	0	0
Paul Gascoigne	M	1128	7	28
Roberto Di Matteo	M	1129	1	4
Giuseppe Signori	A	1130	5	15
Alen Boksic	A	1131	7	21

Neguya Grempas (Japan)

Dick Havenaar	G	1501	0	-45
Toshiyuki Kosugi	D	1512	1	-41
Garca	D	1513	0	-45
Toshihisa Iljoma	D	1514	0	-45
Hisataka Fujikawa	D	1515	1	-41
Jorginha	M	1526	1	4
Makoto Yonekura	M	1527	0	0
Elivelton	M	1528	3	12
Tetsuya Nakanishi	M	1529	0	0
Gary Lineker	A	1530	0	0
Shigeo Sawairi	A	1531	6	18

Atletico Mineiro (Brazil)

Luis Henrikue	G	0401	0	1
Andre	D	0412	0	-3
Neto	D	0413	0	-3
Paulo Roberto	D	0414	1	1
Allesandro	D	0415	1	1
Valdir	M	0426	2	8
Cristavo	M	0427	1	4
Carlos	M	0428	3	12
Tononho Perreira	M	0429	2	8
Renaldo	A	0430	3	9
Sergio Araujo	A	0431	10	30

FC Porto (Portugal)

Vitor Baia	G	0801	0	-1
Joao Pinto	D	0812	1	-2
Semedo	D	0813	0	-6
Aloisio	D	0814	0	-6
Rui Jorge	D	0815	1	-2
Secretario	M	0826	2	8
Vasili Kulkov	M	0827	1	4
Rui Barros	M	0828	2	8
Emerson	M	0829	2	8
Sergei Yuran	A	0830	2	6
Ljubinko Drulovic	A	0831	4	12

Liverpool (England)

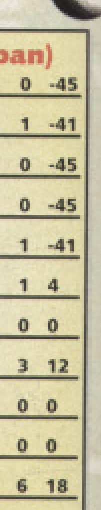
David James	G	1201	0	-12
Rob Jones	D	1212	0	-16
Neil Ruddock	D	1213	0	-16
Phil Babb	D	1214	0	-16
John Scales	D	1215	0	-16
Stig Inge Bjornbye	D	1216	0	-16
Steve McManaman	M	1227	0	0
Jan Molby	M	1228	0	0
John Barnes	M	1229	0	0
Robbie Fowler	A	1230	5	15
Ian Rush	A	1231	10	30

Newcastle United (Eng)

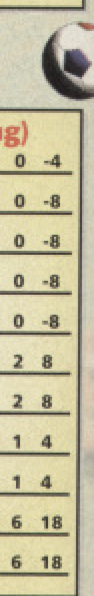
Pavel Srnicek	G	1601	0	-4
Marc Hottiger	D	1612	0	-8
Darren Peacock	D	1613	0	-8
Philippe Albert	D	1614	0	-8
John Beresford	D	1615	0	-8
Ruel Fox	M	1626	2	8
Barry Venison	M	1627	2	8
Robert Lee	M	1628	1	4
Scott Sellars	M	1629	1	4
Peter Beardsley	A	1630	6	18
Andy Cole	A	1631	6	18

(Africa)		
1	0	-16
2	0	-18
3	0	-18
4	0	-18
5	0	-18
6	1	4
7	1	4
8	0	0
9	2	8
0	5	15
1	2	6

d)	
0	19
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1	4
4	16
8	24
5	15



pan)	
0	-45
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1	-41
1	4
0	0
3	12
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0	0
6	18



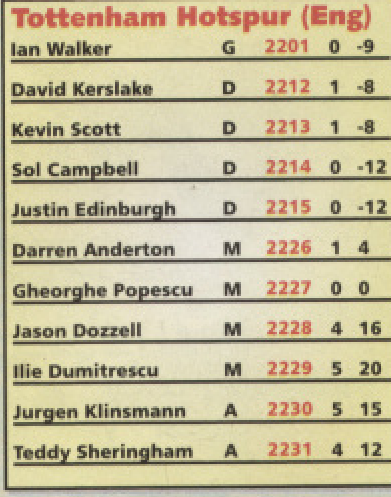
g)	
0	-4
0	-8
0	-8
0	-8
0	-8
2	8
2	8
1	4
1	4
6	18
6	18

Paris St-Germain (France)				
Bernard Lama	G	1701	0	-21
Jose Cobos	D	1712	0	-22
Alain Roche	D	1713	1	-18
Ricardo Gomes	D	1714	0	-22
Patrick Colleter	D	1715	0	-22
Daniel Bravo	M	1726	3	12
Paul le Guen	M	1727	2	8
Vincent Guerin	M	1728	2	8
David Ginola	M	1729	6	24
Valdo	M	1720	1	4
George Weah	A	1731	7	21



Sampdoria (Italy)				
Walter Zenga	G	2101	0	6
Moreno Mannini	D	2112	0	1
Riccardo Ferri	D	2113	0	1
Pietro Vierchowod	D	2114	0	1
Sinisa Mihajlovic	D	2115	3	13
Attilio Lombardo	M	2126	2	8
Vladimir Jugovic	M	2127	1	4
David Platt	M	2128	4	16
Alberigo Evani	M	21029	3	12
Ruud Gullit	A	2130	8	24
Roberto Mancini	A	2131	8	24

Rangers (Scotland)				
Andy Goram	G	1801	0	16
Dave McPherson	D	1812	0	9
Alan McLaren	D	1813	1	13
Basile Boli	D	1814	1	13
David Robertson	D	1815	0	9
Craig Moore	M	1826	3	12
Stuart McCall	M	1827	1	4
Pieter Huistra	M	1828	0	0
Brian Laudrup	M	1829	5	20
Ally McCoist	A	1830	3	9
Mark Hateley	A	1831	8	24



Tottenham Hotspur (Eng)				
Ian Walker	G	2201	0	-9
David Kerslake	D	2212	1	-8
Kevin Scott	D	2213	1	-8
Sol Campbell	D	2214	0	-12
Justin Edinburgh	D	2215	0	-12
Darren Anderton	M	2226	1	4
Gheorghe Popescu	M	2227	0	0
Jason Dozzell	M	2228	4	16
Ilie Dumitrescu	M	2229	5	20
Jurgen Klinsmann	A	2230	5	15
Teddy Sheringham	A	2231	4	12



Real Madrid (Spain)				
Francisco Buyo	G	1901	0	-11
Quique	D	1912	0	-14
Rafael Alcorta	D	1913	0	-14
Miguel Lasa	D	1914	1	-10
Michel	M	1925	1	4
Fernando Redondo	M	1926	0	0
Fernando Hierro	M	1927	0	0
Michael Laudrup	M	1928	2	8
Rafael M Vazquez	M	1929	4	16
Jose Emilio Amavisca	A	1930	5	15
Ivan Zamorano	A	1931	6	18

River Plate (Argentina)				
Leonardo Aguirre	G	2001	0	-14
Ricardo Altamirano	D	2012	0	-17
Guillermo Rivarola	D	2013	0	-17
Roberto Clerico	D	2014	0	-17
Diego Cocca	D	2015	0	-17
Leonardo Astrada	M	2026	0	0
Julio Toresani	M	2027	0	0
Berti	M	2028	1	4
Ramon Medina Bello	A	2039	2	6
Alejandro Aranda	A	2030	5	15
Walter Silvani	A	2031	6	18

CELEBRITY TEAMS

DOMINIK DIAMOND			
Sebastiano Rossi	G	0101	-7
Oliver Kreuzer	D	0612	-4
Paulo Negro	D	1112	3
Neto	D	0413	-3
Miguel Lasa	M	1914	-10
Leonardo Astrada	M	2026	0
Tetsuya Nakanishi	M	1529	0
Moses Morodi	M	1328	0
Zane Mosa	M	1329	8
Dejan Savicevic	A	0130	15
Mark Hughes	A	1431	15
TOTAL			17

JON HARE			
Luis Henrique	G	0401	1
Stig Inge Bjornebye	D	1216	-16
Paolo Negro	D	1112	3
Dave McPherson	D	1812	9
Miguel Lasa	D	1914	-10
Vladimir Jugovic	M	2127	4
Michel	M	1925	4
Antonio Conte	M	1027	0
Jason Wilcox	M	0729	0
Mark Hughes	A	1431	15
Sergio Araujo	A	0431	30
TOTAL			40

THE RESULTS SO FAR...

AJAX	5	GALATASARAY	2
RANGERS	1	RIVER PLATE	0
BAYERN MUNICH	4	LIVERPOOL	3
BLACKBURN	2	FC PORTO	1
MAMELODI SUN.	1	TOTTENHAM	3
ATLETICO MIN	0	SAMPDORIA	1
MAN UTD	2	ARSENAL	2
NEWCASTLE	1	REAL MADRID	1
AC MILAN	0	PARIS ST GERMAIN	0
NEGUYA GREM	1	JUVENTUS	2
LAZIO	1	BARCELONA	1
AJAX	3	RANGERS	1
GALATASARAY	0	RIVER PLATE	0
BAYERN MUNICH	0	BLACKBURN	0
FC PORTO	2	LIVERPOOL	0
MAMELODI SUN.	1	ATLETICO MINEIRO	2
TOTTENHAM	1	SAMPDORIA	3
MAN UNITED	1	NEWCASTLE	0
ARSENAL	0	REAL MADRID	0
MILAN	5	NEGUYA GREMPAS	1
PARIS ST.GERM	1	LAZIO	1
JUVENTUS	2	BARCELONA	1
RIVER PLATE	0	AJAX	4
GALATASARAY	2	RANGERS	4
FC PORTO	1	BAYERN MUNICH	2
LIVERPOOL	1	BLACKBURN	1
SAMPDORIA	2	MAMELODI SUN.	0
TOTTENHAM	0	ATLETICO MINEIRO	0
REAL MADRID	1	MAN UNITED	3
ARSENAL	2	NEWCASTLE	1
JUVENTUS	1	AC MILAN	0
BARCELONA	3	PARIS ST.GERMAIN	1
NEGUYA GREMS	1	LAZIO	4
AJAX	1	BAYERN 0	1
GALATASERAY	1	LIVERPOOL	1
BLACKBURN	0	RANGERS	2
RIVER PLATE	1	FC PORTO	1
MAMELODI	0	MAN UTD	1
TOTTENHAM	1	ARSENAL	1
ATLETICO MIN	1	NEWCASTLE	1
SAMPDORIA	1	REAL MADRID	0
LAZIO	1	AC MILAN	0
PARIS ST.GERM	3	JUVENTUS	2
BARCELONA	3	NEGUYA GREMPAS	0
LIVERPOOL	1	AJAX	0
BAYERN MUNICH	3	GALATASARAY	2
FC PORTO	0	RANGERS	0
BLACKBURN	0	RIVER PLATE	1
ARSENAL	2	MAMELODI SUN.	2
MAN UNITED	3	TOTTENHAM	1
REAL MADRID	0	ATLETICO MINEIRO	1
NEWCASTLE	1	SAMPDORIA	1
AC MILAN 0		BARCELONA	1
PARIS ST.GERM	4	NEGUYA GREMPAS	1
JUVENTUS	1	LAZIO	1
BLACKBURN	0	AJAX	1
FC PORTO	2	GALATASARAY	1
RANGERS	3	BAYERN	1
RIVER PLATE	4	LIVERPOOL	3
NEWCASTLE	0	MAMELODI SUN.	0
TOTTENHAM	5	AC MILAN	4
ATLETICO MIN	1	PARIS ST.GERMAIN	1
SAMPDORIA	5	NEGUYA GREMPAS	2
MAN UTD	2	JUVENTUS	0
LAZIO	1	ARSENAL	1
REAL MADRID	2	BARCELONA	3
AJAX	0	FC PORTO	0
GALATASARAY	2	BLACKBURN	0
RANGERS	2	LIVERPOOL	1
RIVER PLATE	0	BAYERN MUNICH	1
MAMELODI SUN.	1	REAL MADRID	2
PARIS ST.GERM	2	TOTTENHAM	2
ATLETICO MIN	2	AC MILAN	0
SAMPDORIA	3	JUVENTUS	2
NEGUYA GREM	0	MAN UNITED	1
BARCELONA	1	ARSENAL	3
NEWCASTLE	1	LAZIO	3
AJAX	2	MAMELODI SUN.	2
GALATASARAY	1	TOTTENHAM	3
RANGERS	0	ATLETICO MINEIRO	0
RIVER PLATE	1	SAMPDORIA	3
BAYERN MUNICH	0	MANCHESTER	1
LIVERPOOL	0	AC MILAN	7
BLACKBURN	2	PARIS ST.GERMAIN	2
FC PORTO	1	NEGUYA GREMPAS	0
ARSENAL	2	JUVENTUS	1
BARCELONA	3	NEWCASTLE	0
REAL MADRID	2	LAZIO	4
TOTTENHAM	2	AJAX	1
MAMELODI SUN.	2	GALATASARAY	2
SAMPDORIA 0		RANGERS	0
ATLETICO MIN	4	RIVER PLATE	2
BAYERN MUNICH	1	ARSENAL	2
LIVERPOOL	2	PARIS ST.GERMAIN	0
AC MILAN	2	BLACKBURN	0
LAZIO	2	FC PORTO	1
MAN UTD	0	BARCELONA	0
NEGUYA GREM	1	NEWCASTLE	3
JUVENTUS	0	REAL MADRID	1
AJAX	3	ATLETICO MINEIRO	3
GALATASARAY	0	SAMPDORIA	2
RANGERS	2	MAMELODI SUND.	0
RIVER PLATE	2	TOTTENHAM	1
NEWCASTLE	0	BAYERN MUNICH	0
NEG GREM.	4	LIVERPOOL	2
BLACKBURN	0	JUVENTUS	2
FC PORTO	1	BARCELONA	2
LAZIO	1	MAN. UNITED	0
ARSENAL	1	AC MILAN	0
REAL MADRID	1	PARIS ST.GERMAIN	1
SAMPDORIA	4	AJAX	3
ATLETICO MIN	3	GALATASARAY	1
TOTTENHAM	2	RANGERS	0
MAMELODI SUN.	0	RIVER PLATE	1
BAYERN MUNICH	2	REAL MADRID	1
LIVERPOOL	0	LAZIO	3
BARCELONA	1	BLACKBURN	0
AC MILAN	6	FC PORTO	2
PARIS ST.GERM	1	MANCHESTER UTD	1
ARSENAL	7	NEGUYA GREMPAS	3
JUVENTUS	0	NEWCASTLE	6
MANC UTD	0	AJAX	1
GALATASARAY	0	ARSENAL	2
NEWCASTLE	2	RANGERS	3
REAL MADRID	3	RIVER PLATE	0
BAYERN MUNICH	3	MAMELODI SUN	1
JUVENTUS	0	LIVERPOOL	0
BLACKBURN	1	NEGUYA GREMPAS	0
FC PORTO	1	PARIS ST.GERMAIN	0
LAZIO	1	TOTTENHAM	1
BARCELONA	1	ATLETICO MINEIRO	1
AC MILAN	1	SAMPDORIA	0
AJAX	1	ARSENAL	1
MACHESTER UTD	6	GALATASARAY	1
RANGERS	3	REAL MADRID	1
RIVER PLATE	0	NEWCASTLE	1
TOTTENHAM	0	BAYERN MUNICH	0
LIVERPOOL	0	BARCELONA	4
BLACKBURN	0	LAZIO	2
FC PORTO	2	JUVENTUS	2
MAMELODI SUN	0	AC MILAN	0
NEGUYA GREM	1	ATLETICO MINEIRO	4
PARIS ST.GERM	2	SAMPDORIA	5
NEWCASTLE	2	AJAX	4
REAL MADRID	5	GALATASARAY	3
AC MILAN	0	RANGERS	2
PARIS ST.GERM	4	RIVER PLATE	3
NEGUYA GREM	1	BAYERN MUNICH	3
LIVERPOOL	2	MAMELODI SUN	3
BLACKBURN	0	MANCHESTER UTD	2
ARSENAL	3	FC PORTO	2
JUVENTUS	2	TOTTENHAM	0
ATLETICO MIN	3	LAZIO	3
SAMPDORIA	1	BARCELONA	1

		PL	W	D	L	F	A	PTS
1	SAMPDORIA	14	10	3	1	31	14	23
2	LAZIO	14	8	6	0	28	12	22
3	ARSENAL	14	8	6	0	29	16	22
4	MANCHESTER UTD	14	9	3	2	22	9	21
5	RANGERS	14	9	3	2	23	12	21
6	BARCELONA	14	8	4	2	25	12	20
7	ATLETICO MINEIRO	14	6	7	1	25	15	19
8	AJAX	14	7	4	3	29	18	18
9	BAYERN MUNICH	14	7	3	4	20	16	17
10	TOTTENHAM H.	14	5	5	4	22	21	15
11	PARIS ST-GERMAIN	14	3	7	4	22	25	13
12	JUVENTUS	14	5	3	6	17	22	13
13	AC MILAN	14	5	2	7	25	16	12
14	FC PORTO	14	4	4	6	17	21	12
15	NEWCASTLE UNITED	14	3	5	6	19	20	11
16	REAL MADRID	14	4	3	7	20	23	11
17	RIVER PLATE	14	4	2	8	15	26	10
18	MAMELODI SUNDOWN	14	1	5	8	13	24	7
19	BLACKBURN ROVERS	14	2	3	9	6	19	7
20	LIVERPOOL	14	2	3	9	16	25	7
21	GALATASARAY	14	1	3	10	18	38	5
22	NEGUYA GREMPAS	14	1	0	13	16	45	2

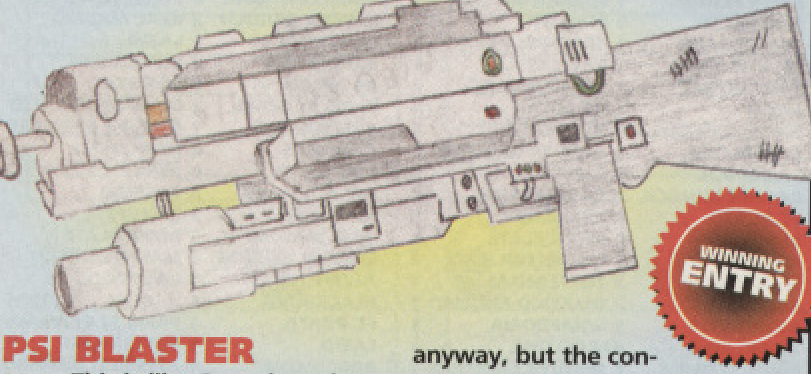
NEXT MATCH | STATS | EXIT

PLEASE GRASP MY WEAPON

PSI BLASTER /TRAPPED MEDI KIT/DECOY

by Ben Talbot of Cardiff

"When you shoot this at your opponent, for a while he will seem very appetising to the level's monsters. They will ignore you, and will pursue him with extra ferocity. The MediKit comes in two types: explosive, and teleport. Explosive nukes your opponent, teleport, er, teleports him. The Decoy looks identical to your character, but if it's shot it explodes, releasing streams of bullets, shrapnel and missiles."



WINNING ENTRY

PSI BLASTER

Matt: This is like *Gauntlet*, where you could pick up a potion which made the monsters go for somebody else.

Simon: He's certainly thinking about the right ideas. The Psi Blaster's very good. In the original *Chaos* there was a Attract Monsters thing which you could drop, and there was also the opposite which made them run away from you. But yes, that's certainly the type of thing we were thinking of for this competition.

8



MEDI KIT

Simon: That's a good one. I like the idea of being able to drop something which looks nice, but is in fact deadly.

Steve: Mmm, I'm having some of that. That's a good idea.

Simon: Yeah, and we hadn't thought of that one!

Andy: And of course, you wouldn't need any more graphics, because the MediKit or whatever would be something that's in there anyway, but the consequences of picking it up would be different.

Simon: That's better than the other one, even.

9

DECOY

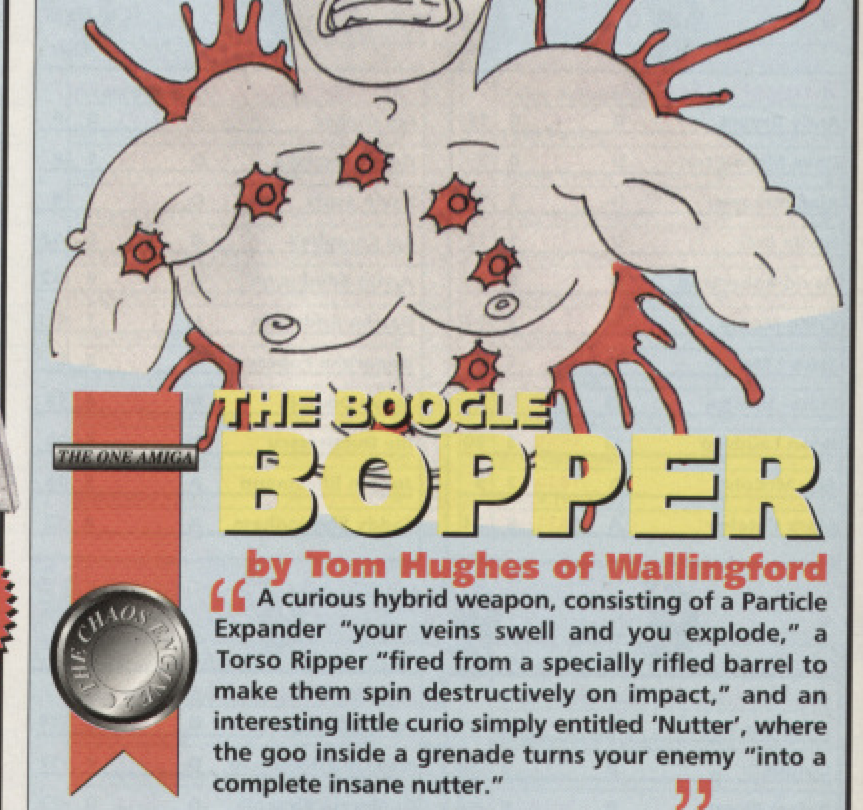
Matt: I thought that a mixture between this and the screen blanker, the God Has a Hangover thing, would be good.

Simon: Yeah, but we've already got a decoy-thing going. What happens is you cast a Duplicate Self thingy, and the decoy then moves around just like you. This way, it not only confuses your opponent, but it can confuse you too. Also, it was in *Chaos 1*; some of the later monsters looked like you.

Steve: This fella has really thought through some good ideas, hasn't he?

Simon: The MediKit's the best one, but the other two are quite strong. A very good entry.

8



THE BOOGLE BOPPER

by Tom Hughes of Wallingford

"A curious hybrid weapon, consisting of a Particle Expander "your veins swell and you explode," a Torso Ripper "fired from a specially rifled barrel to make them spin destructively on impact," and an interesting little curio simply entitled 'Nutter', where the goo inside a grenade turns your enemy "into a complete insane nutter.""

Andy: Nice picture.

Matt: I thought that was one of the better suggestions.

Steve: The difficulty with something like this, though, is in programming it. You need to allow the player to select between the weapons, which is a major problem. And the comedy angle, of making the bullets swerve about inside the opponent is quite nice, but you wouldn't see it in the game.

Simon: I think the Nutter idea's quite cool. I like the idea of shooting someone and making them go nuts for five minutes.

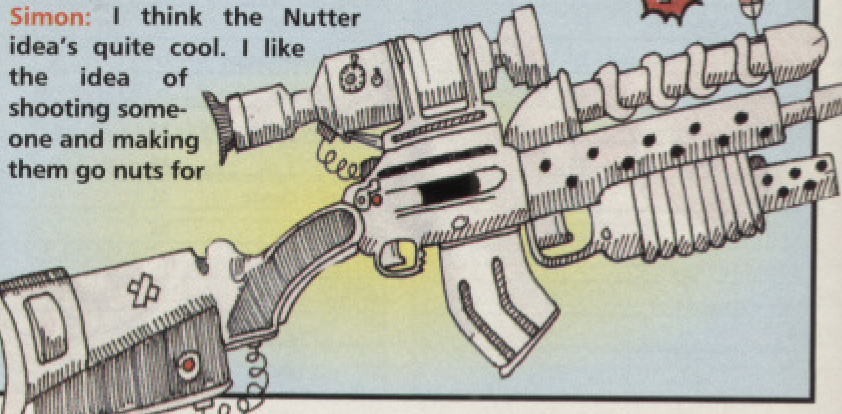
Steve: That was talked about for a game a long time ago, and it was thought to be a good idea.

Simon: It happened in *Cadaver*, didn't it? Where the controls went a bit funny?

Steve: Yeah, they were reversed.

Simon: Anyway, it's certainly a possibility. And the drawings are very well done.

7



"God, your readers really are sick, sick people." That's the message from les Bitmaps, as Judgement Day for the Chaos Engine 2 design-a-weapon competition finally rears its beautiful pate.

So games are turning kids into mindless psychotics, are they? *Mortal Kombat* makes little Little Lord Fauntleroy kick his frail old grandad in, does it? Right, Mrs Whitehouse, get a gobful of this lot — because we reckon it's the other way round. From the look of the wide range of entries in the *Chaos 2* design-a-weapon compo, you're all sick and twisted already!

Codling grinders, bombs, glue guns, mysterious holes in the ground, booby-traps, bombs, boomerangs; even the good old chainsaw made a couple of nostalgic little rips into the living bark of the game design tree. And not only the excellent level of entry, but also the huge quantity of good ideas we received from all you would-be game designers meant that a trip to Renegade's HQ was necessary, towing the large black plastic bin-bag full of entries behind us.

Matt and Andy are your hosts, while Steve Kelly and Simon Knight of the Bitmaps are the judges. May the best man win...

WARPATH

by Martin Brown of Stanley

"The Warpath attack weapon *(see right)* leaves a trail of oil which is ignited and changes into a path of fiery plasma. The trail of flames can't be penetrated, and with a bit of thought a player can block off a vital passageway. When powered up, the gun can also be used as a standard flamethrower."

Simon: Thought of it!
Steve: Yeah, we had this thing called 'Wall of fire', which did exactly that.
Simon: We'll probably scrap it, though, because there's not much difference between that and a mine — they both block areas off. The only advantage is that you could make the area impenetrable, whereas a mine would just damage you.
Matt: So a good idea, but already thought of, then.
Simon: Yes. It would be good to have a weapon which can either be used directly, or you could just sort of spray the floor with it.
Andy: So what's the score?
Steve: Well, if you take it as an idea, it's 10, because we thought of it!

6

GOD HAS A HANGOVER

by David of Preston

"Here's an idea for two-player mode. When a player wants to hide from his opponent, i.e. behind a wall or under a bridge, all they do is hit Space (or the second fire button), and their half of the screen will go black. The screen comes back if the player moves the joystick, opens fire, or if the other player has a direct line of sight."

Matt: This is a good idea, because it means a player can actually hide in ambush from his opponent. If you hide behind a building, and then hit Space, your opponent sitting next to you won't know where you are unless he's been concentrating on your screen.
Simon: We haven't thought of anything like that, actually. It sounds good, but... I have to say that it's not quite what we were looking for for this competition. Maybe we could have a special which turns the other player's screen black, so he can't see what he's doing!
Andy: What about technically? Is that easy to do?
Steve: Yeah. It's kind of in there anyway, because when one player goes out of the exit, his half of the screen goes blank.
Andy: So might it find its way into the game?
Simon: Er, maybe...

5

COMMENDED

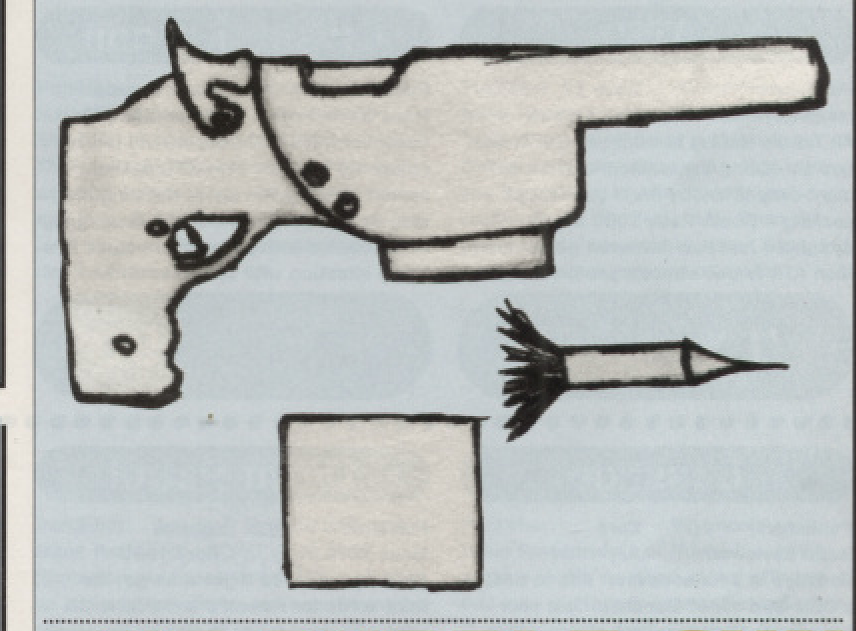
POO CORNER

THE STUN GUN

by Eddy Winters of Paisley

"The stun gun slows down its victims and works differently, depending on the size of the creature. (Does not work on robots)."

Steve: The dart's good.
Simon: The ammo clip, actually, is a masterpiece. Er...
Steve: It's nice idea, but...
Andy: ...it's badly designed.
Simon: Er, yes.
Matt: Let's all point our fingers at Eddy.
All: [points]



THE BUBBLE GUN

by Ellis Banfield of Margate

Steve: Er...
Simon: Er...
Matt: NEXT!

NEXT MONTH

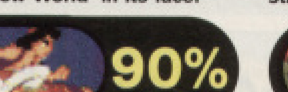
Comedy! Yes, while you might have thought some of these ideas were pretty laughable, you wait till the next issue. We've collected together all of the entries which, while they weren't practical or, obviously, good enough to win, they were considered very amusing by the panel of critics. We think you'll find them funny too — so don't miss the June issue of *The One*, on sale from May 28th.

RECOMMENDED

Aladdin

Publisher: Virgin
Issue Reviewed: November 1994

Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



90%

AB Tower Assault

Publisher: Team 17
Issue Reviewed: January 1995

Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.

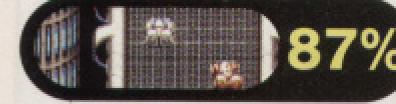


85%

ATR

Publisher: Team 17
Issue Reviewed: March 1995

All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.

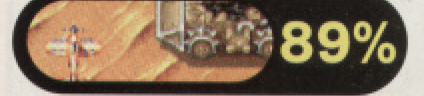


87%

Banshee

Publisher: Core
Issue Reviewed: July 1994

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



89%

Bubba 'n' Stix

Publisher: Core
Issue Reviewed: January 1994

More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.



91%

Cannon Fodder

Publisher: Virgin
Issue Reviewed: December 1993

War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.

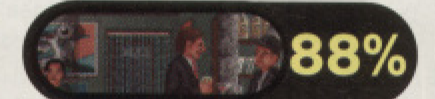


91%

The Clue

Publisher: Black Legend
Issue Reviewed: September 1994

Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.



88%

Crystal Dragon

Publisher: Black Legend
Issue Reviewed: December 1994

Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.



90%

Dawn Patrol

NEW

Publisher: Empire
Issue Reviewed: April 1995

Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since KOTS. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.



81%

F1

Publisher: Domark
Issue Reviewed: February 1994

From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!

90%

FIFA Int. Soccer

Publisher: Electronic Arts
Issue Reviewed: October 1994

FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.



87%

Flink

Publisher: Psygnosis
Issue Reviewed: February 1995

Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!

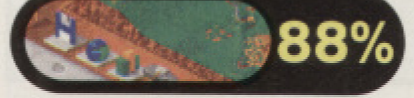


87%

Genesia

Publisher: Team 17
Issue Reviewed: December 1993

Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.

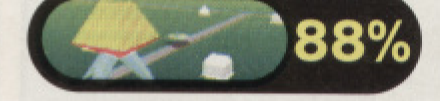


88%

Guardian

Publisher: Acid Software
Issue Reviewed: November 1994

What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have to shoot up baddies. It's like Defender in 3D, apparently.



88%

Heimdall 2

Publisher: Team 17
Issue Reviewed: December 1993

Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!

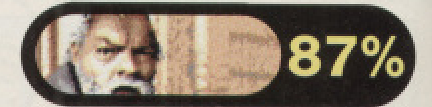


90%

Ishar 3

Publisher: Daze
Issue Reviewed: September 1994

Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.



87%

James Pond 3

Publisher: Millennium
Issue Reviewed: June 1994

The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



90%

Jungle Strike

Publisher: Ocean
Issue Reviewed: December 1994

Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)



86%

K240

Publisher: Gremlin
Issue Reviewed: May 1994

Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.



90%

Kid Chaos

Publisher: Ocean
Issue Reviewed: August 1994

Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.



87%

May, then. Poles. Ribbons. Arse country dances. Even arserer jolly folk music, played with accordians and spoons. And as the sap rises through the hawthorn bush, so the brain dives earthwards and people get kissed in awkward places. Like the Labour Party Conference.



Lemmings 3

Publisher: Psygnosis
Issue Reviewed: January 1995
There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?


89%

PGA Euro Tour

Publisher: Ocean
Issue Reviewed: December 1994
The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welsh niblick again. Hurrah!


88%

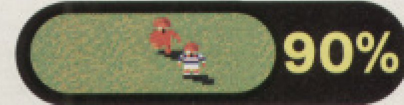
The Settlers

Publisher: Blue Byte
Issue Reviewed: December 1993
Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.


90%

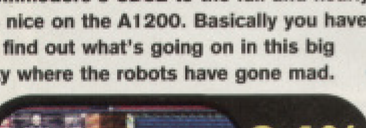
SWOS

Publisher: Renegade
Issue Reviewed: January 1995
It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full . Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.


90%

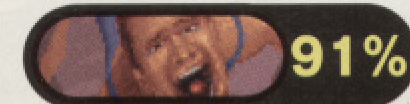
Liberation: Cap. 2

Publisher: Mindscape
Issue Reviewed: December 1993
An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.


94%

Pinball Illusions

Publisher: 21st Century
Issue Reviewed: January 1995
Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?


91%

Shadow Fighter

Publisher: Gremlin
Issue Reviewed: February 1995
Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!


91%

Theme Park

Publisher: EA
Issue Reviewed: October 1994
Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.


92%

Mortal Kombat II

Publisher: Acclaim
Issue Reviewed: January 1995
More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Mr. Snippy the Censor, but basically, hot as a pie baked in Hell's Kitchen and about twice as hard!


90%

Putty Squad

Publisher: System 3
Issue Reviewed: August 1994
Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.


90%

Simon the Sorcerer

Publisher: AdventureSoft
Issue Reviewed: February 1994
The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.


89%

UFO

Publisher: MicroProse
Issue Reviewed: December 1994
'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.


89%

On the Ball

Publisher: Daze
Issue Reviewed: September 1994
The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.


90%

Roadkill

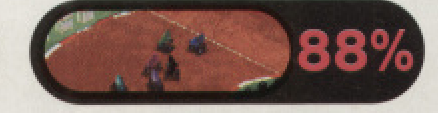
Publisher: Acid Software
Issue Reviewed: January 1995
'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.



90%

Skidmarks 2

NEW!
Publisher: Acid Software
Issue Reviewed: April 1995
More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.


88%

Wiz 'n' Liz

Publisher: Psygnosis
Issue Reviewed: November 1993
A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.


86%

Out to Lunch

Publisher: Mindscape
Issue Reviewed: July 1994
His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations (er, apart from Switzerland) to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!

90%

Ruff 'n' Tumble

Publisher: Renegade
Issue Reviewed: August 1994
Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.


91%

Super Stardust

Publisher: Bloodhouse
Issue Reviewed: December 1994
Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'


90%

X-IT

Publisher: Psygnosis
Issue Reviewed: October 1994
OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.


82%

McKEVITT

THE ELIZA FILES

This month we slide open the filing cabinet to folder number four of our ongoing series of profiles. Here's Doktor Mattford Von Broughton and his voluptuous assistant, Eliza.

Name: Steven Michael Andrew McKevitt

Age: 28

Home: Sheffield

Occupation: PR Manager, Gremlin Interactive



Okay Steve, tell us what did you did before you were Gremlin's PR Manager?

I was a musician — a failed pop star. I played the bass for six long years in a band called The Bollweevils. The closest we ever came to fame was when we got to number ninety eight in the charts. Simon Bates and Steve Wright played it.

So why did it all go horribly wrong then?

Because we had an evil manager we called 'Bun-head' because he looked like a currant bun. He basically ripped us off to the tune of thirty thousand quid. Within the band it was known to be "that evil Mr Bun's fault." We were in the studio recording an album and he told us his mum had died and that he had cancer, but he didn't at all. He did things like borrow tons of guitars from a shop, that then got confiscated by the studio who sold them off along with all our equipment. The shop said that if they ever got hold of Mr Bun, he'd be propping up the new section of the M8.

How on Earth did you get involved with him?

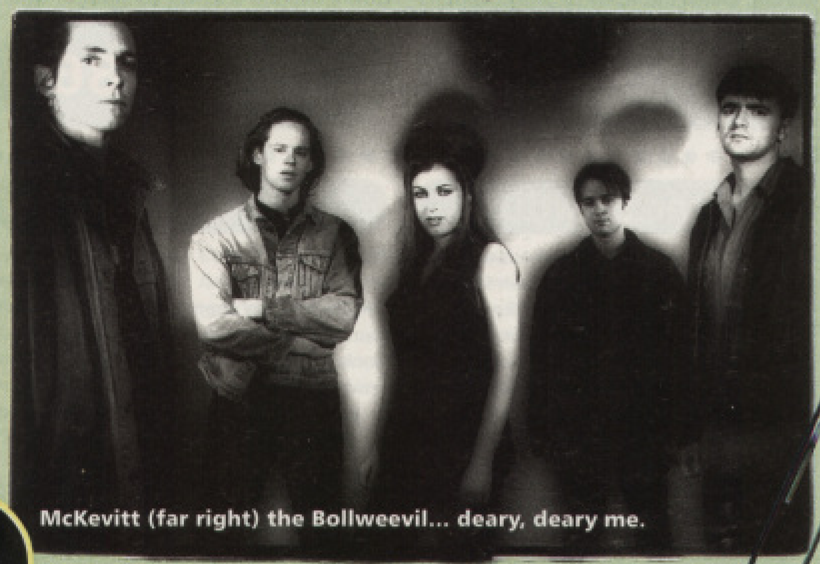
He came to us and just fooled everyone. He told us that he'd tour managed Simple Minds, so we all just agreed that he'd manage us. You just don't assume that people are liars when you meet them, so we thought he was genuine. He had a partner who he ripped off as well, and we talked to him about how Mr Bun had been in hospital the week before, but it turned out Bun had never even BEEN in a hospital! The last time anyone saw him, he said "Oh, can't stop. I'm managing Frank Sinatra."

So how did you end up working at Gremlin?

I just saw an advert in a local paper for a games manual writer. I had an Amiga and liked games, so I thought it would be a really fun way to make some money and earn a steady living. I did that for six months, and then Nick Clarkson [CLARKSON!] left to go to Ocean, and nice Mr Stewart gave me a chance.

Exactly how much fun was writing manuals?

Well I was in a room on my own, and was allowed to smoke in there, so that's all I did; smoke and write manuals. In fact, the real reason I wanted the job in PR was just to avoid having to write the manual for K240! My favourite manual was Legacy of Sorasil. You remember them all, but it's harder than you think — trying to tell people how to play their games.



McKevitt (far right) the Bollweevil... deary, deary me.

So did you get sick of it?

No, I still liked it, I could just see myself doing it forever. I couldn't see where it was going; I was Chief Manual Writer and had my own department, it's just that I was the only one in it! I got a bit worried. You know... mid-twenties, thinking about getting married and all that.

So what had you wanted to be when you were a kid?

I wanted to be an astronomer. I wanted to present The Sky at Night because I thought that was 'the future'. I used to watch all these programmes about 'the future' when I was little, and would turn down bikes for Christmas because I thought there was no point — in a few years we'd all be flying around in little jet power packs. I just sat there and waited for 'the future' to arrive.

So did you turn down a company car because you thought they'd all have company spaceships in a couple of years?

No. But only because I was older and wiser. I used to watch Tomorrow's World and think "Wow!". Of course I didn't know that nothing you see on Tomorrow's World ever happens.

Changing the subject radically, what do you wish for? World peace? Racial harmony?

A record deal. To turn the clock back five years B.B. (Before Bun).

Which one of The Beatles would you have been and why?

I think I'd have been George, because he didn't have to write; he got loads of money and all he did was play his guitar. I could've done that. He was the good-looking one too. I couldn't have been Paul because I don't fancy Linda, and Yoko gets on my nerves.

Do you fancy Kylie more than her sister Dannii?

I used to, but I don't any more. Dannii is more substantial — plenty to hang on to.

What five things would you want with you on a desert island?

I'd take a wall, and a ball to kick against it, my CD player and some CDs, and... er, Dannii Minogue actually.

What is the exact time in Canada right now?

West Canada or East Canada?

Er... I don't know. I only thought of the question a minute ago.

I think they're five hours behind, so I'll say... twenty past ten.

Excellent. I've no idea really, but I'll be checking it for the record. And the capital of Germany?

That's Berlin; formally Bonn.

Very good. And why do the stars keep on shining?

Because of thermonuclear reaction. It's the diffusion of hydrogen into helium and back into hydrogen. That's why they keep on shining.

Blimey! And finally, how many hands am I holding up?

Well if you've still got the phone there, it must be only one.

No. Two — I put the other one in the air, but thanks for trying. And with that I must now hand you over to Eliza. Good luck...

CASE NOTES 004

Eliza is a piece of software designed to simulate an open-ended psycho-analytical interview based upon Freudian studies. Come on Steve McKevitt, your time has come...

HELLO. MY NAME IS ELIZA. WHAT'S YOURS?
It's Steve.

ALRIGHT, IT'S STEVE, WHAT WOULD YOU LIKE TO TALK ABOUT TODAY?
No, sorry, my name's just Steve.

NAMES DON'T INTEREST ME.
Oh.

PLEASE GO ON.
About what?

DO CHILDREN BOTHER YOU?
Not really.

WHY DON'T YOU TRY TO RELAX.
I am.

DID YOU COME TO ME BECAUSE YOU ARE?
No.

ARE YOU SAYING NO JUST TO DISAGREE WITH ME?
No.

I WISH I COULD UNDERSTAND YOUR NEGATIVE MOOD.
Erm...

ERM?
Well?

ALRIGHT, CAN YOU TELL ME MORE.
About what?

I DON'T HAVE THE ANSWER.
Well how am I going to tell you anything then?

DO YOU THINK YOU ARE MATURE?
Yes. Victor Mature.

WHAT DOES THAT SUGGEST TO YOU?
60's B movie actor with an amusing name.

WHAT IS YOUR FONDEST CHILDHOOD MEMORY, STEVE?
Playing Crazy Golf with my Grandad in Southport.

I'M NOT SURE I UNDERSTAND YOU FULLY.
No, really. They've got a brilliant Crazy Golf course there with windmills and water wheels. All electric, none of the usual tawdry rubbish you get in places like Rhyl!

HOW MANY ARE THERE?
There's only one Rhyl to my knowledge.

PLEASE GO ON.
Erm, Well I suppose Colwyn Bay is a bit similar.

WHAT MAKES YOU SAY THAT?
It's in Wales.

VERY INTERESTING, CAN YOU PROVIDE MORE DETAILS?
Gwent?

LET'S MOVE ON, IF IT'S OK WITH YOU.
WHEN DID YOU LAST SEE YOUR FATHER?
At the Wigan v Torquay miod-table nonentity clash last Saturday

AT THE WIGAN V TORQUAY MIOD-TABLE NONENTITY CLASH LAST SATURDAY?
Sorry, I meant to say "at the Wigan v Torquay MID-table nonentity clash last Saturday". My spelling's terrible.

CAN YOU ELABORATE?
No.

PERHAPS YOU ARE BEING TOO NEGATIVE.
Yes.

YOU SEEM QUITE POSITIVE.
No.

DO YOU OFTEN HAVE THESE NEGATIVE FEELINGS?
Yes.

YOU SEEM TO BE REPEATING YOURSELF.
No.

MAYBE YOU SHOULD BE MORE POSITIVE.
I am. Very positive.

IN WHAT WAY?
Er... Wigan for a good cup run, and a decent win in the national lottery.

WHAT MAKES YOU SAY THAT?
I'd have thought it was obvious.

VERY INTERESTING, CAN YOU PROVIDE MORE DETAILS?
You don't understand me really do you?

PERHAPS YOU KNOW THE ANSWER.
I think I do. You're programmed to recognise certain words and ask Freudian questions about them, so even if I use words out of context, FATHER, you still pick up on them.

HAVE YOU ALWAYS HAD TROUBLE RELAXING?
Mother.

LET'S DISCUSS YOUR SLEEPING PROBLEMS.
Er... alright then, try SEX.

IT APPEARS THAT YOU ENJOY TALKING ABOUT SEX.
There! See what I mean. Love, Mother, Death, Religion, – sort your way through that lot Eliza!

HAVE YOU EVER HAD A LOVED ONE DIE?
Weyhey! Alright, try this one... Father, Sex, Wigan Athletic, God, the Devil.

WHY DON'T YOU ELABORATE ON THAT.
Alright then Baby.

WHAT IS YOUR FONDEST CHILDHOOD MEMORY?
Ah, we're here again. Fondest memory! That has to be my celebrated role as Billy the window cleaner in the school's production of Gregory's Girl!

MAYBE WE SHOULD MOVE ON NOW.
Ok.

WHY DON'T YOU RELAX.
No, I hate you. Goodbye.

WHAT THINGS DO YOU HATE MOST?
Bye. I'm off.

I SEE YOUR POINT.
Goodbye.

ALRIGHT, TELL ME MORE.
No, just go away.

WELL, WHY NOT?
I don't want to play anymore.

YOU EXPECT ME TO BELIEVE THAT?
Bye bye. I'm going

I DON'T THINK YOU ARE GOING.
Now that's where you're really wrong.

And there you have it ladies and gentlemen, the first interviewee to hang-up on Eliza. Still, there's more where that came from, so tune in next month for another thrill packed Eliza File. Grrr!

Das Einzige Für Amiga

German computer retailing giant Escom makes a $5M bid for Commodore. Ach, but, will it succeed?



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